

🗨️  **PRESENTER NOTES ARE
IN THE UPPER LEFT CORNER
AS PDF COMMENT**



THE WITCHER[®] WILD HUNT

BEHIND THE SCENES OF
THE WITCHER 3: WILD HUNT

CINEMATIC DIALOGUE SYSTEM

PIOTR TOMSIŃSKI





WHO AM I?

PIOTR TOMSIŃSKI

Animation Technical Director



THE
WITCHER²
ASSASSINS OF KINGS

PC, RED Engine 1



THE
WITCHER²
ASSASSINS OF KINGS
ENHANCED EDITION

PC/X360, RED Engine 2



THE
WITCHER
WILD HUNT

PC/XB0/PS4, RED Engine 3



CYBERPUNK
2077





YouTube

[Click Me!](#)

WHAT IS **THE WITCHER**?

Non-linear, story driven open world RPG. The story is the most crucial element of the game.



STORY

WHY CINEMATIC **DIALOGUES** ARE SO IMPORTANT FOR US?

- ▶ Primary tool for communicating the story
- ▶ Allow to present choices to players



WHY **CINEMATIC** DIALOGUES ARE SO IMPORTANT FOR US?

- ▶ Meaningful choice —> Emotional attachment
- ▶ Show don't tell



WHY **CINEMATIC DIALOGUES** ARE SO IMPORTANT FOR US?

... so, animators create cutscenes for **every dialogue**, don't they?



WHY **CINEMATIC DIALOGUES** ARE SO IMPORTANT FOR US?

+35 hours of dialogues! We would need an army of animators!



WHY **CINEMATIC DIALOGUES** ARE SO IMPORTANT FOR US?

Why not have cutscenes everywhere?

Cutscenes are much more expensive to produce



Designed by Freepik



WHY **CINEMATIC DIALOGUES** ARE SO IMPORTANT FOR US?

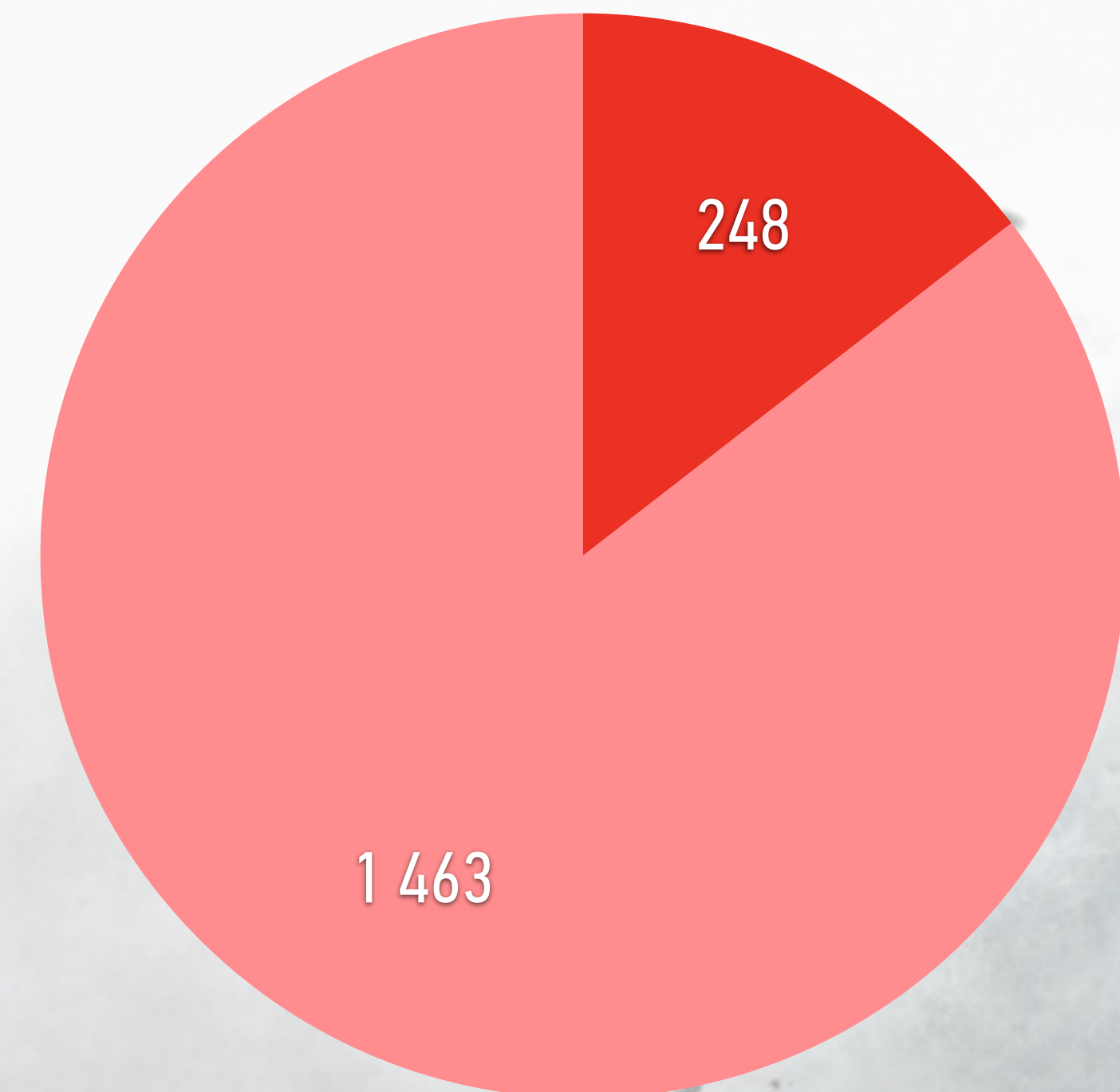
Why not have cutscenes everywhere?

Cutscenes are much more expensive to produce



In total, The Witcher 3 contained more than:

● 2,5 h of cutscenes ● 35 h of dialogues





OUR DIALOGUE SYSTEM VS. CLASSIC CUTSCENES

OUR DIALOGUE SYSTEM

ONE SET OF BRICKS, MANY DIALOGUES



CUTSCENE

ONE REFERENCE, ONE CUTSCENE





OUR DIALOGUE SYSTEM VS. CLASSIC CUTSCENES

OUR DIALOGUE SYSTEM

ONE SET OF BRICKS, MANY DIALOGUES



CUTSCENE

ONE REFERENCE, ONE CUTSCENE





OUR DIALOGUE SYSTEM VS. CLASSIC CUTSCENES

OUR DIALOGUE SYSTEM

ONE SET OF BRICKS, MANY DIALOGUES



EVERYONE



CUTSCENE

ONE REFERENCE, ONE CUTSCENE



ANIMATORS





CLASSIC CUTSCENES





CLASSIC CUTSCENES

UNIQUE PIECE FOR SPECIAL SITUATIONS





THE
WITCHER²
ASSASSINS OF KINGS
ENHANCED EDITION

DIALOGUE

- ▽ Get out - now.
- ⚡ Get out or die.
- 👁 The dragon's likely to come back. Get out of here.
- ✕ Fine.



THE
WITCHER²
ASSASSINS OF KINGS
ENHANCED EDITION

DIALOGUE

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- ⚡ Get out or die.
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CUTSCENE



THE
WITCHER®
WILD HUNT

DIALOGUE

Make dialogues indistinguishable from the cutscene



CUTSCENE

Dialogue System



YouTube

[Click Me!](#)

► My dancing skills are a mere foretaste.
You're quite skilled yourself.
I am the lord of the dance.

Huh. You're rather good at this.



WHAT WE WANTED TO ACHIEVE FOR

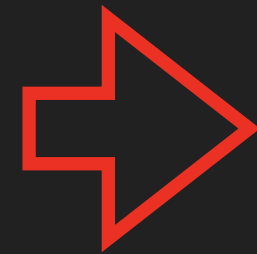


HOW TO CRAFT
UNIQUE SCENES
USING GENERIC ASSETS
ON A MASSIVE SCALE?





DIALOGUES - **BIG PICTURE**



QUEST 001

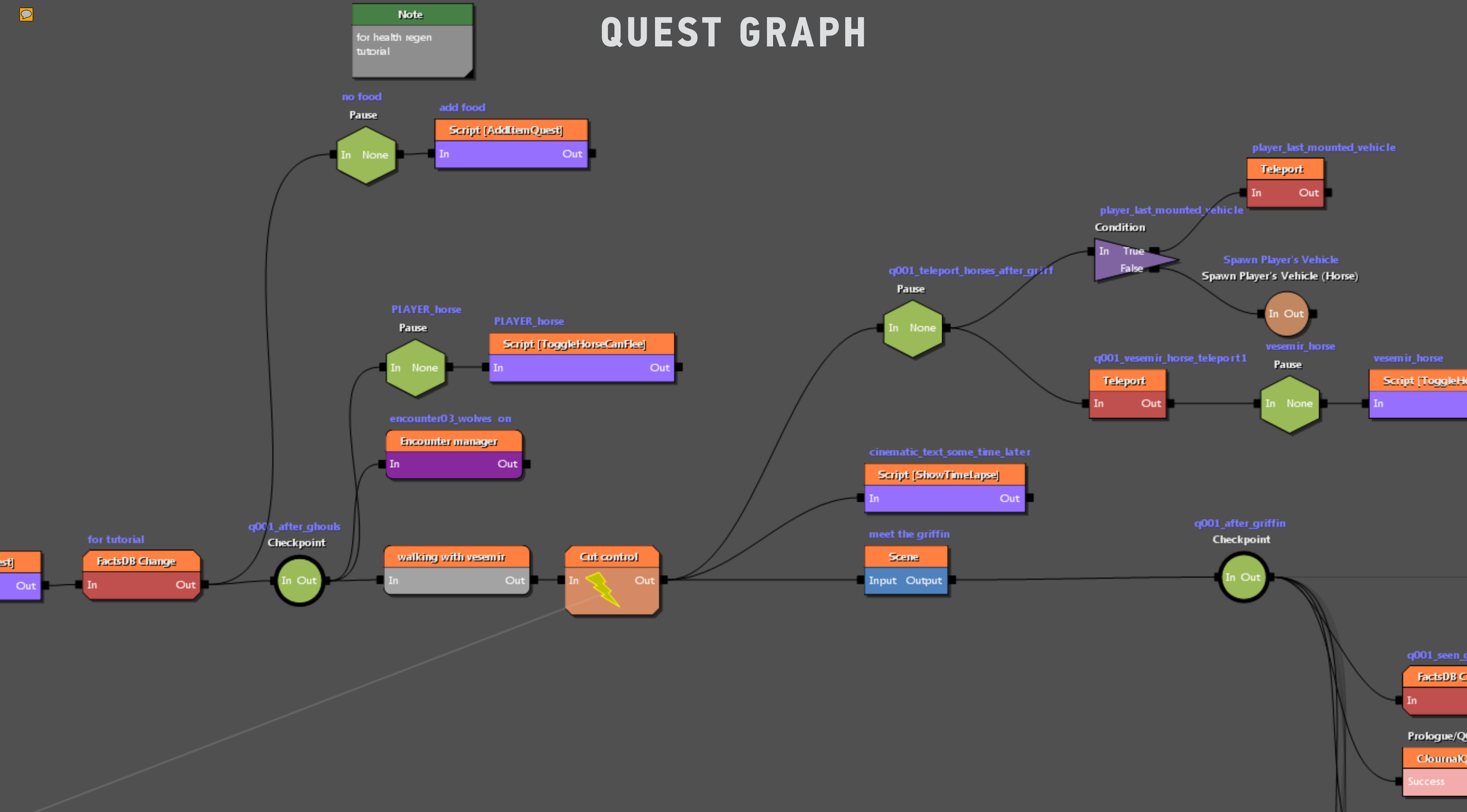
QUEST 002

QUEST 003





QUEST GRAPH





QUEST GRAPH

DIALOGUE NODE



DIALOGUE EDITOR



DIALOGUE NODE



Preview

Starting Conditions

Definitions

Debug

FCurves

avg FPS: 10.33, min FPS: 10.00

6.5

Shadows: ☒ FOV: 70 Light position:

env_novigrad_sq302\env_skellige_sq302_03.env

Screenplay

inkeep hello

G's first interaction with VP05, the innkeep. Takes place before encounter with handite

GERALT

([DNR] straight)

Speaking to

Greetings.

VERDEN PEASANT 05

(reluctant)

Speaking to

Hm?

GERALT

([DNR] looking around, straight)

Speaking to

Got any beer?

VERDEN PEASANT 05

(shrugs)

Speaking to

The Black Ones burned down the brewery, so I've got some charred oak spirit.

[inkeep choice hub](#)

Words in scene: 1465 (1241 in content, 224 in comments)

Apply changes

quests\part_1\quest_files\q101_agent\scenes\q101_01a_inkeep_int.w2scene

File Edit View Tool

Graph

Dialogset settings

Timeline

EN

_Default	GERALT	VERD Pau	GERALT	Pause	VERDEN PEASANT 05
0.86 s	0.53 s	0.40 s	0.93 s	1.45 s	4.62 s

additives

animations

ik

lookats

mimics

Anim

Mimics Anir

1.25

2.50

3.75

5.00

6.25

7.50

8.75

10.00

Properties

Cameras

Control rig

Mimics C

inkeep hello

Variant 0 default

Set As Default

Clone

Delete

Toggle Force

Base: EN

Local VO don't match approved VO.

Viewing variant using local VO durations.

Variant is scaled so editing is disabled.

View using approved VO durations

Approve local VO

variant

base

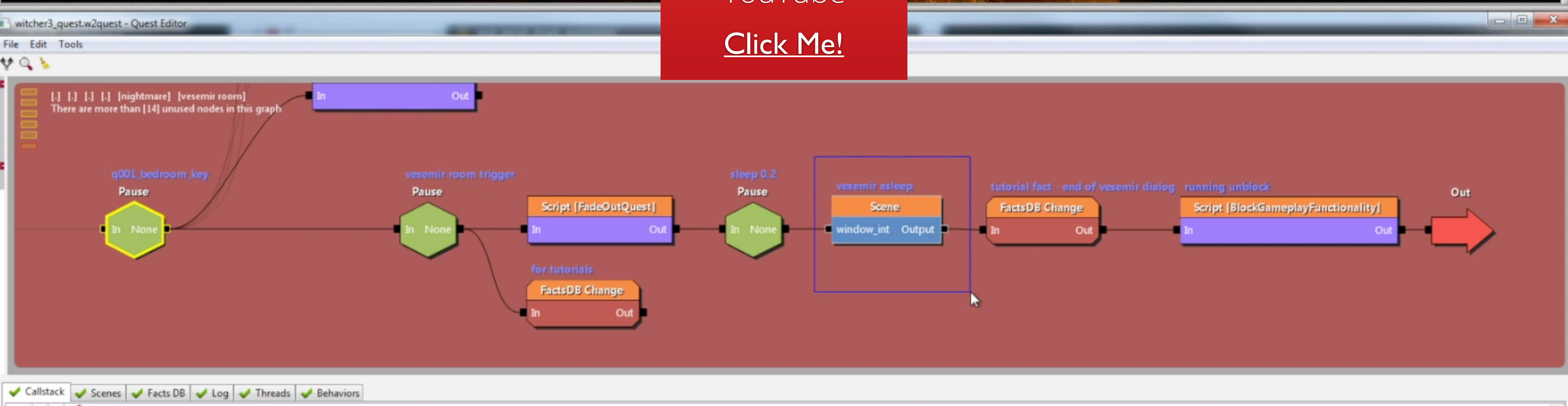
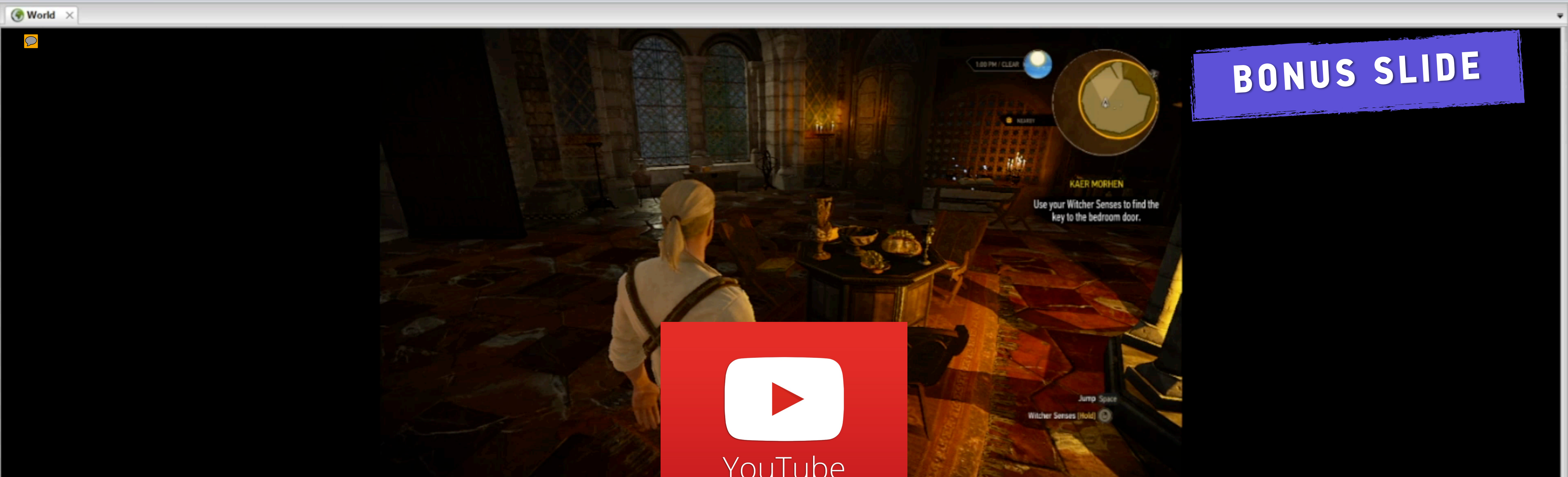
used by

Variant 0 EN PL EN DE FR RU JP BR

Create

Language-Variant Mappings

PL	Default Variant
EN	Default Variant
DE	Default Variant
FR	Default Variant
RU	Default Variant
JP	Default Variant
BR	Default Variant





THE PIPELINE OF A SINGLE DIALOGUE

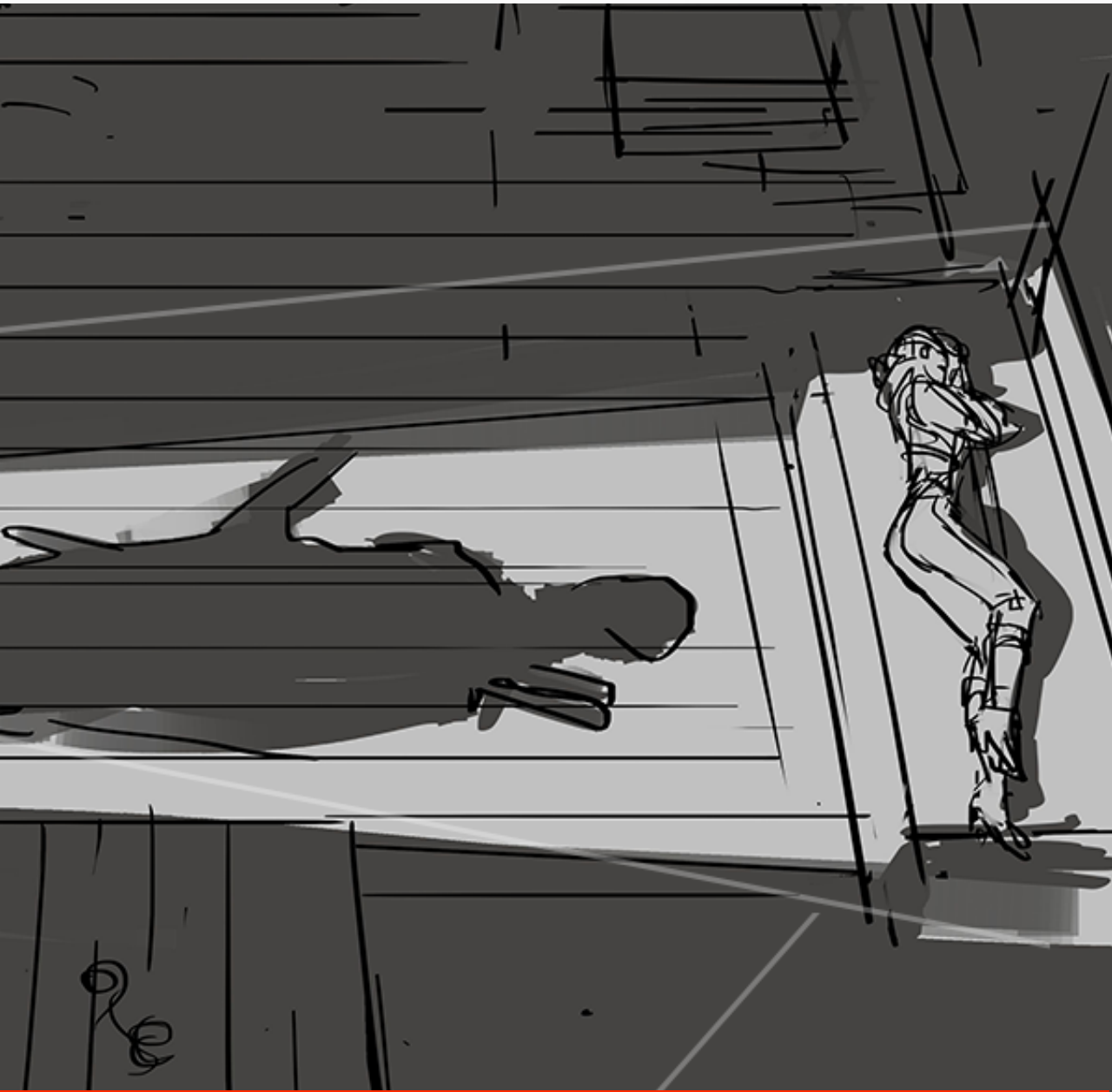
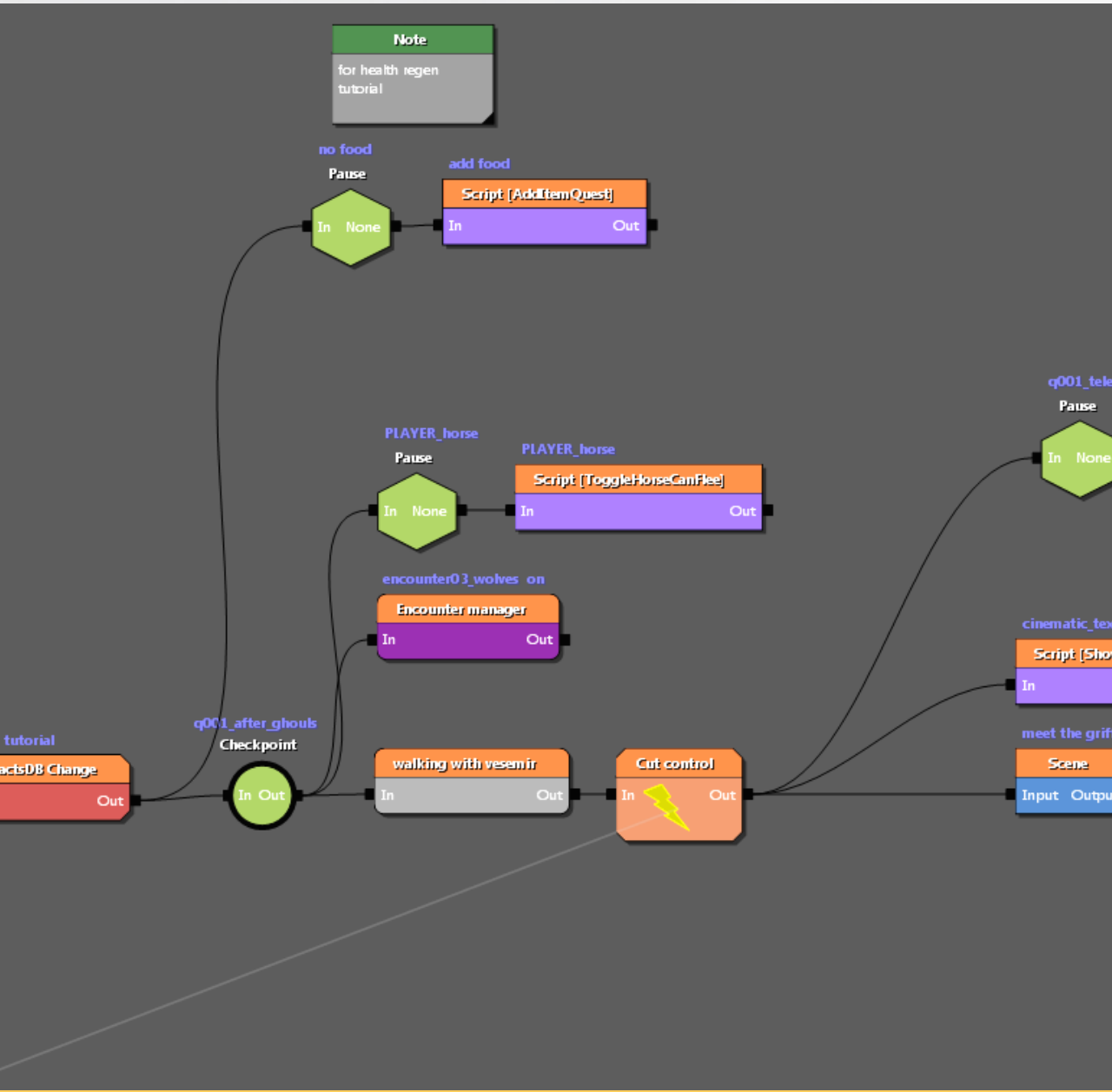
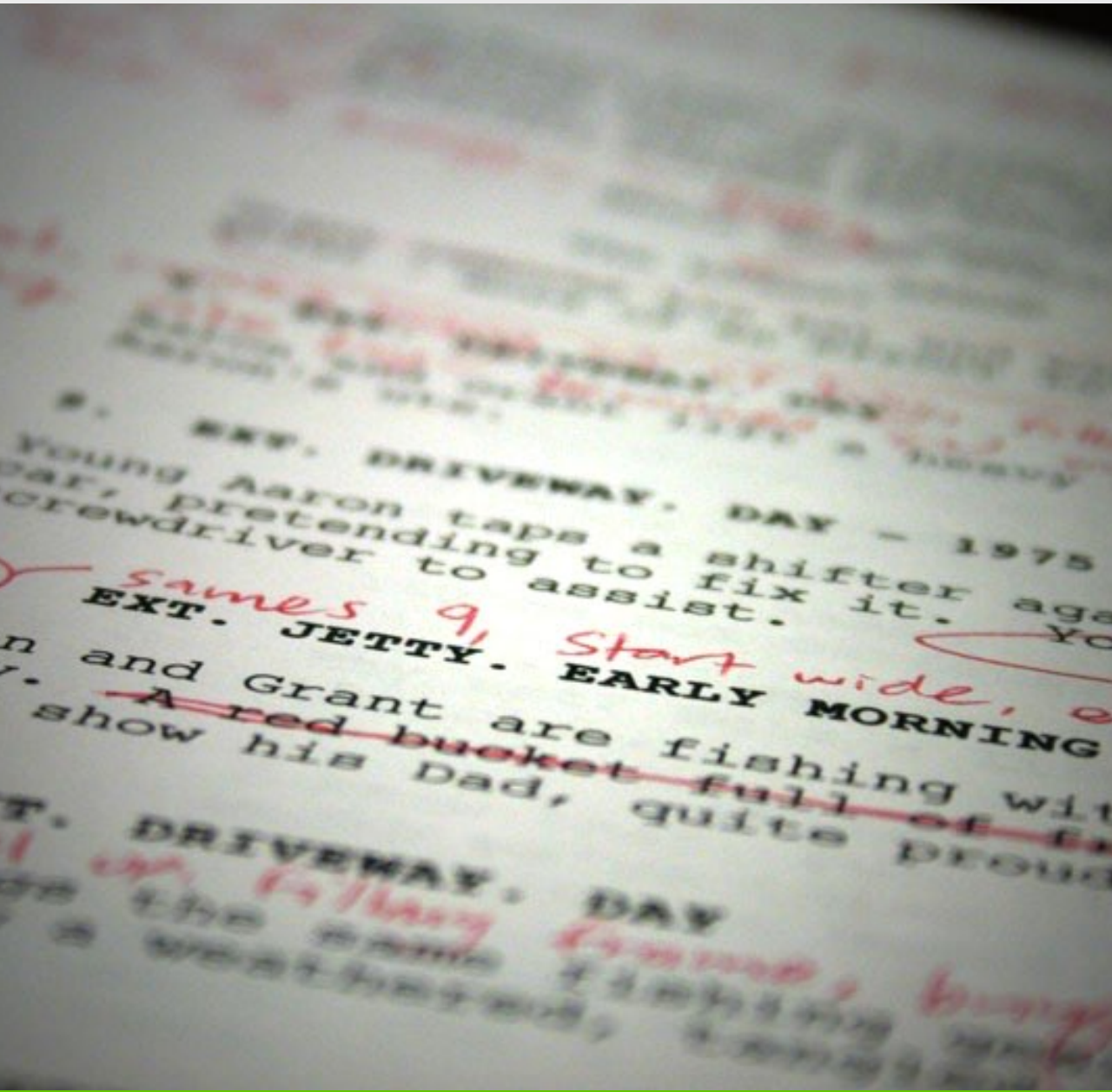


DAY - 1975
shifter against the
fix it. Young Gra
st.
7 wide, end W
Y MORNING - 1975
shing with the
~~all of fresh~~
te proud.



THE PIPELINE

OF A SINGLE DIALOGUE



WRITERS



QUESTS



DIALOGUE
DESIGNERS



POST PRO



WRITERS

SCREENPLAY STORY FLOW GRAPH

ScreenplayPreviewStarting ConditionsDefinitionsDebugFCurves

q402_reunionse

[q402_at_fireplace](#)

Choice

1) We lifted the curse. He's at Kaer Morhen.

[q402_avallach](#)

2) We need to go. The Wild Hunt can find us.

[q402_to_km](#)

q402_avallach

[q402_reunionse](#)

GERALT

(kind)

We lifted the curse. He's at Kaer Morhen, waiting for you.

CIRILLA

CIRILLA

(shocked, then with a smile)

Are you serious? You must be. You'd not jest about something like that... Hah! A nice thing to wake up to.

GERALT

(probing, interested)

You trust him?

CIRILLA

(candid, a tinge puzzled at the question, then confident)

Avallac'h? He's not let me down to date. Not once.

q402_avallach_choice

ard skellige cataclysm

[q402_history_choice](#)

GERALT

(gentle request)

So tell me how it happened. Step by step.

CIRILLA

Words in scene: 2483 (2088 in content, 395 in comments)

Apply changes



WRITERS

SCREENPLAY STORY FLOW GRAPH

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q402_reunionse

[q402_at_fireplace](#)

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GERALT

[q402_avallach_choice](#)

ard skellige cataclysm

[q402_history_choice](#)

GERALT

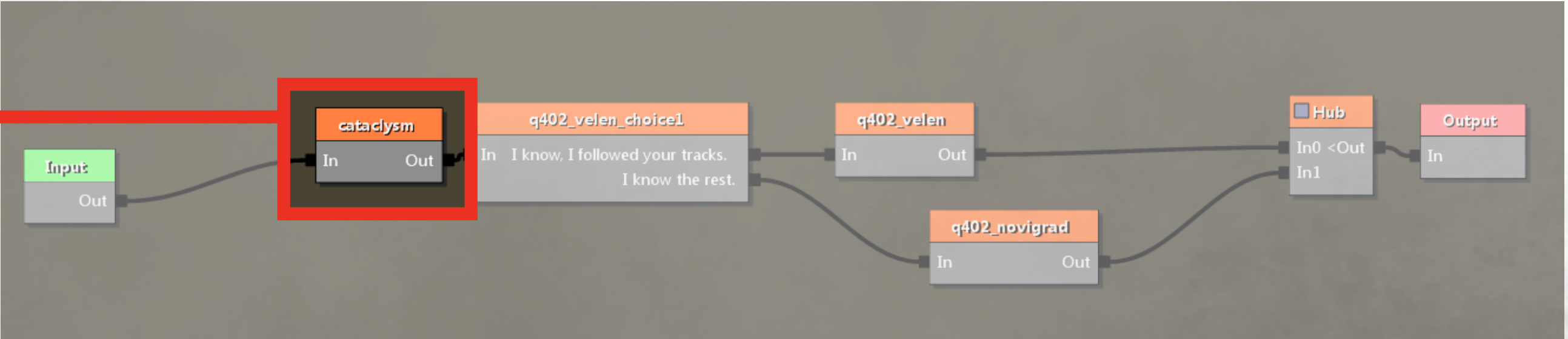
(gentle request)

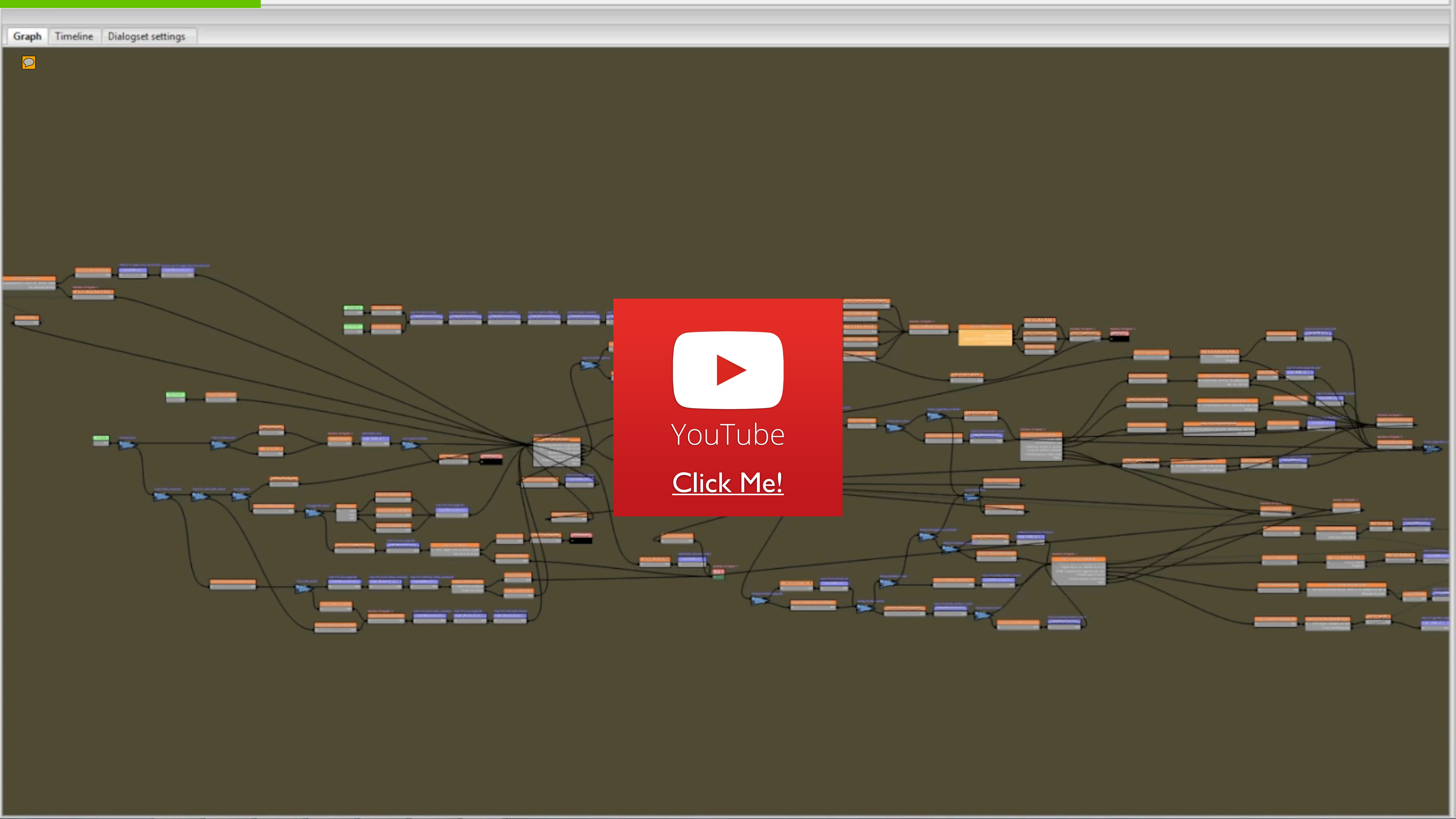
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Apply changes





YouTube
Click Me!



THE PIPELINE

OF A SINGLE DIALOGUE



WRITERS



QUESTS



DIALOGUE
DESIGNERS

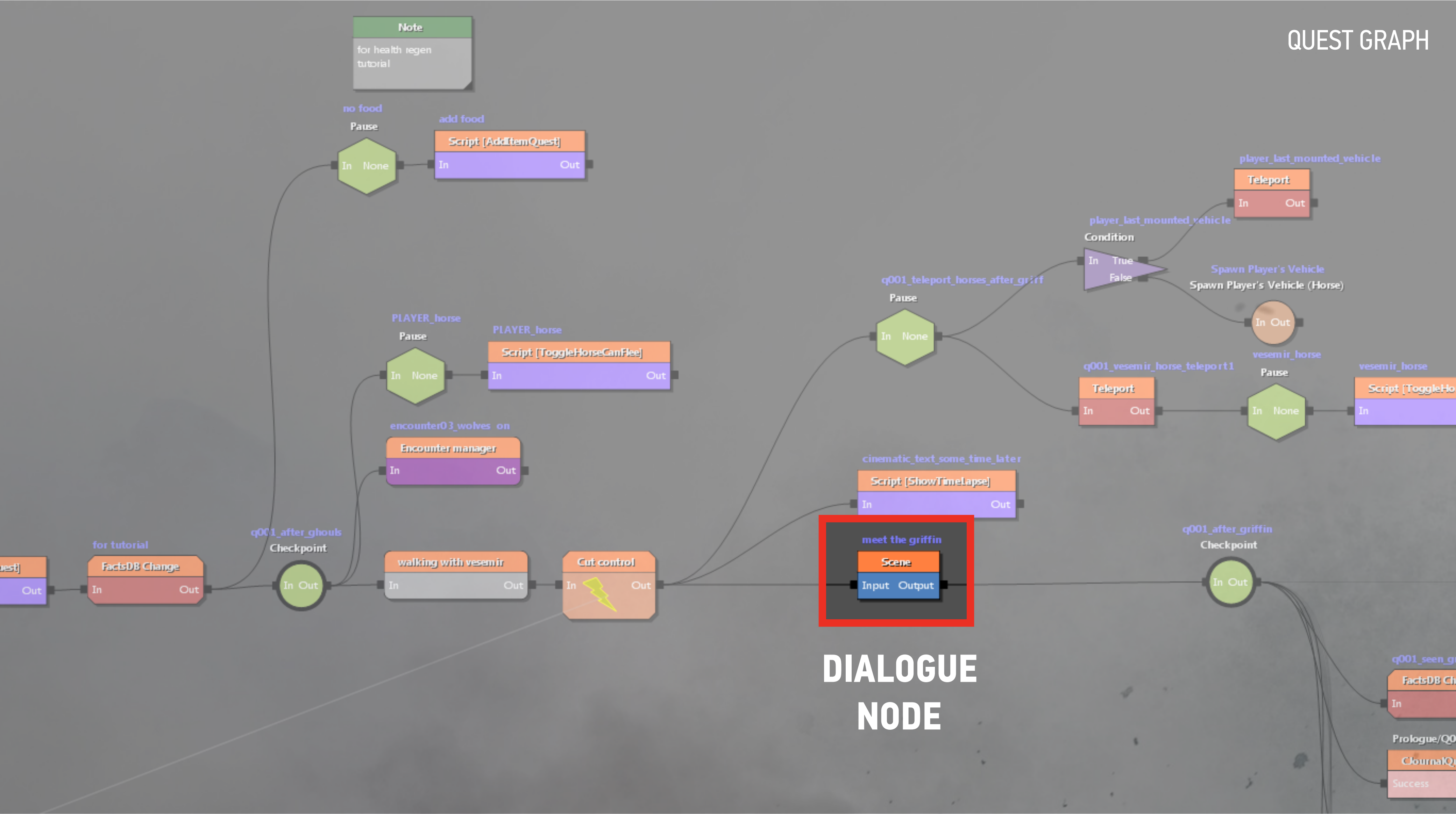


POST PRO



QUESTS












WHEN





QUESTS

WHEN WHO

Screenplay		Preview		Starting Conditions		Definitions		Debug		FCurves	
		Id	Actor Tags		Actor template					Appearance Filter	
1		GERALT	[PLAYER]		gameplay\templates\characters\player\player.w2ent						
2		CIRILLA	[ciri]		quests\main_npcs\cirilla.w2ent						
3		DWARF MAN 01	[No tags]		quests\part_2\quest_files\q402_ciri\characters\q402_dopey_dwarf.w2ent						
4											
		ID of Prop		Entity Template			Force beh graph	Reset beh graph	Load mimic		
1		sword		items\weapons\unique\sword_ciri.w2ent			None				
2		rag		items\quest_items\q305\q305_item_gag.w2ent			None				
3											
		Id		Particle System							
1											
2											
		Id		Light Type	Inner Angle	Outer Angle	Softness	Shadow Casting Mode	Shadow Fade Distance	Shadow	
1		CS_spot		LT_SpotLight	15.0000	55.0000	10.0000	LSCM_Normal	0.0000		
2		CS_spot_interior		LT_SpotLight	15.0000	25.0000	10.0000	LSCM_None	0.0000		
3		CS_point		LT_PointLight	30.0000	45.0000	2.0000	LSCM_Normal	0.0000		
4		CS_spot_2		LT_SpotLight	30.0000	45.0000	2.0000	LSCM_None	0.0000		
5		CS_GI		LT_SpotLight	30.0000	45.0000	2.0000	LSCM_None	0.0000		
6		CS_GI_2		LT_SpotLight	30.0000	45.0000	2.0000	LSCM_None	0.0000		
7		CS_GI_3		LT_SpotLight	30.0000	45.0000	2.0000	LSCM_None	0.0000		
8		ko_light_01		LT_SpotLight	30.0000	45.0000	2.0000	LSCM_None	0.0000		
9		ko_light_fill_01		LT_SpotLight	30.0000	45.0000	2.0000	LSCM_None	0.0000		
10											

ID: GERALT



ID: CIRILLA



ID: DWARF MAN 01

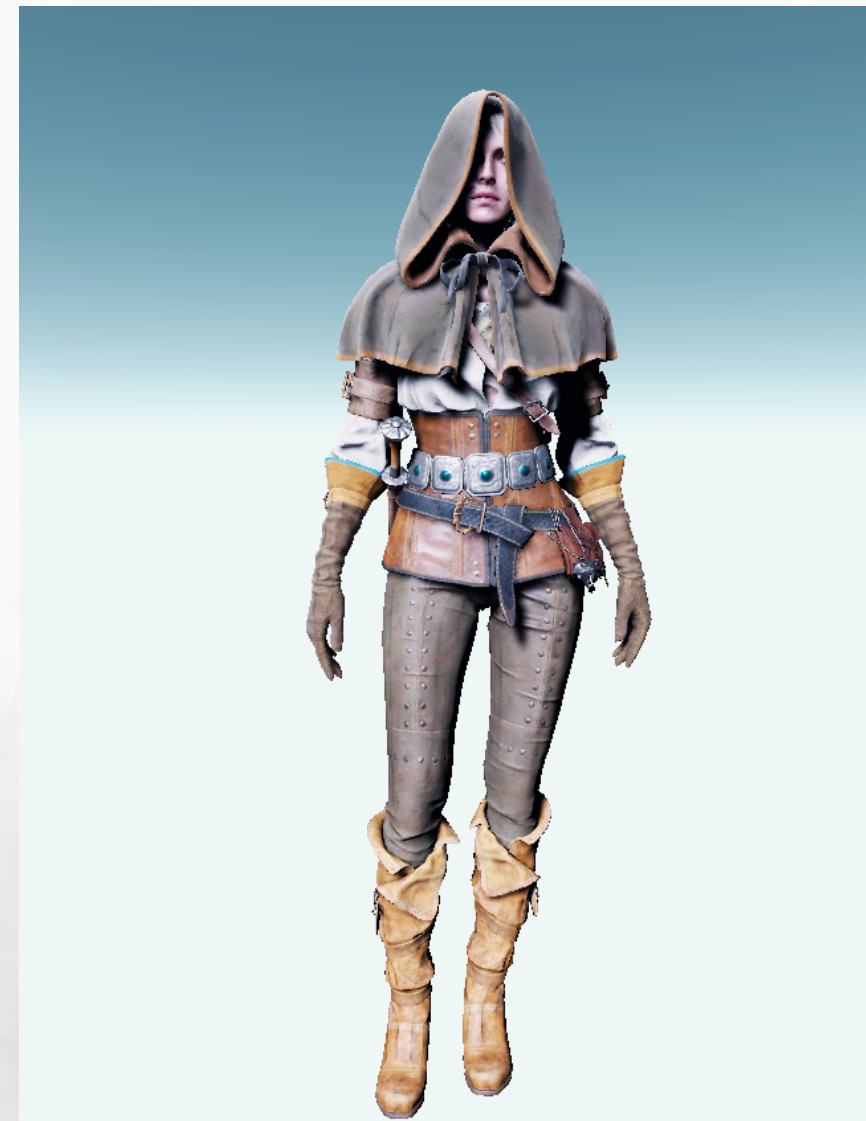




QUESTS

WHEN WHO

ID: CIRILLA





QUESTS

WHEN

WHO

WHERE

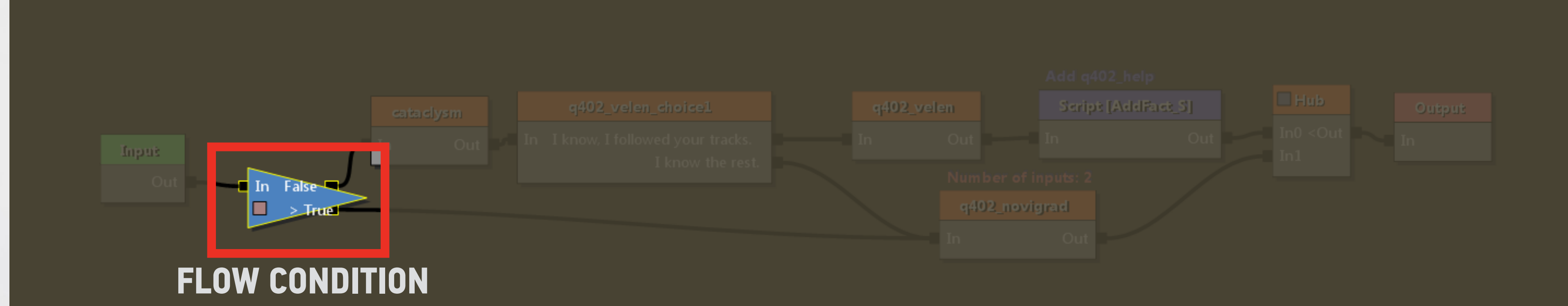




QUESTS

Nonlinear story =
Nonlinear dialogue

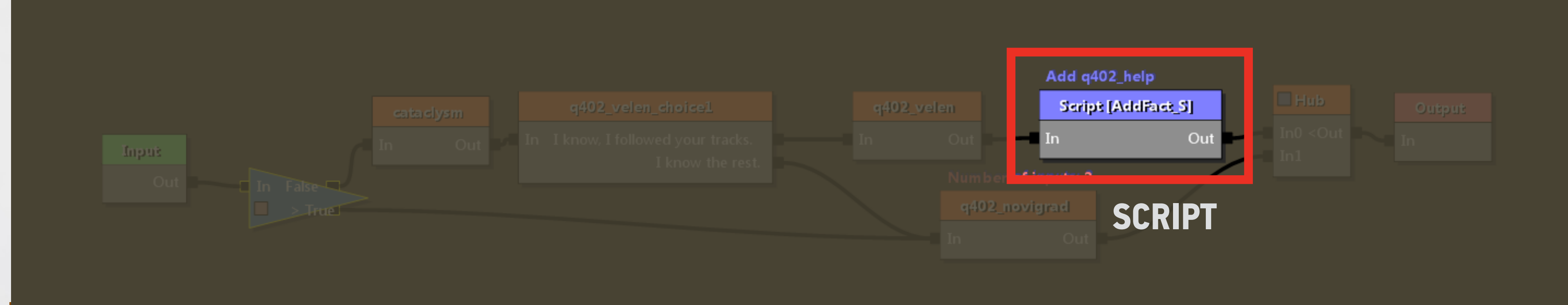
**Dialogue can be
controlled by the
previous player
choices**





Nonlinear story =
Nonlinear dialogue

**Dialogue can
control the game
world**





THE PIPELINE

OF A SINGLE DIALOGUE



WRITERS



QUESTS



DIALOGUE
DESIGNERS



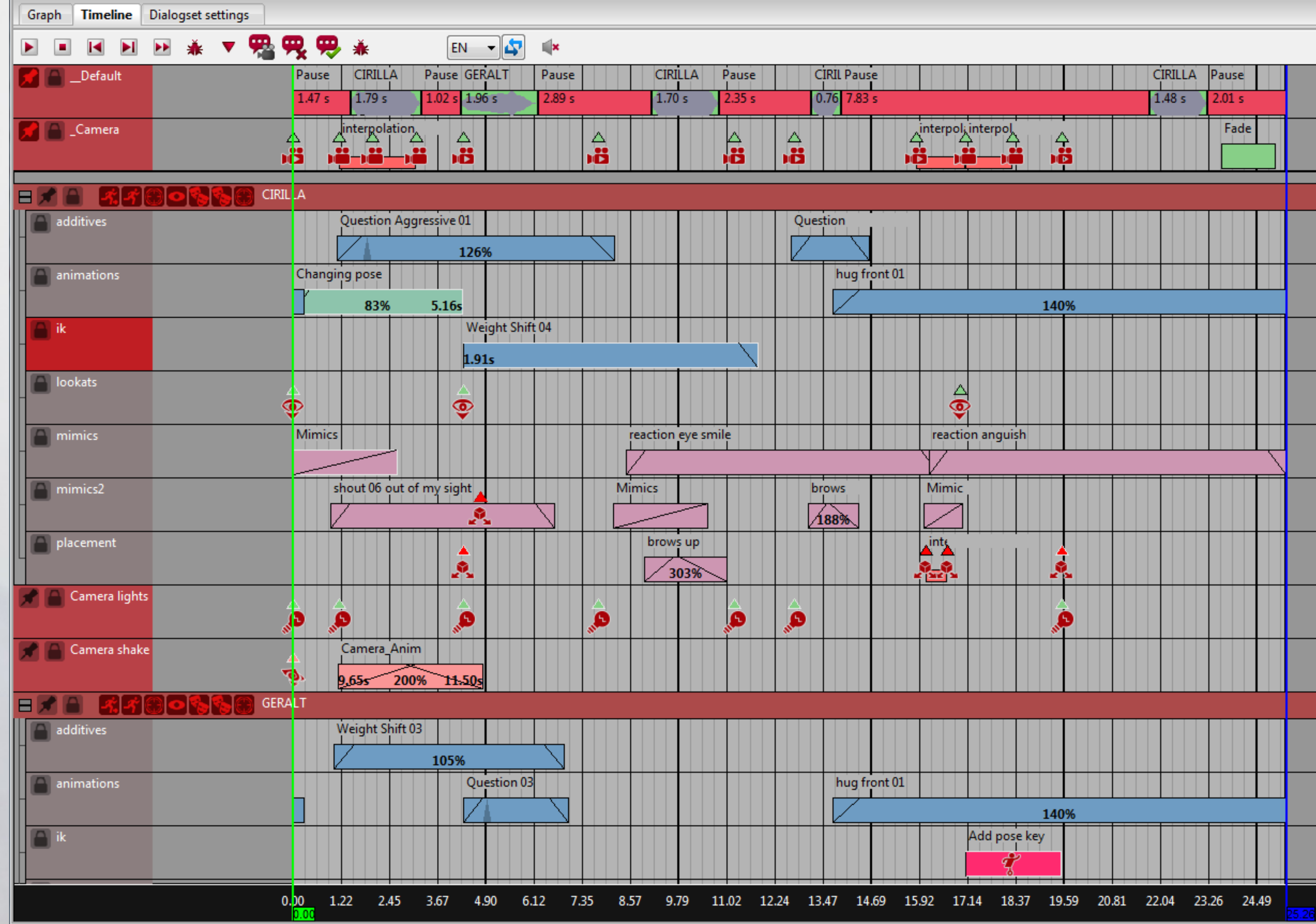
POST PRO



BASIC ASSEMBLY TOOL



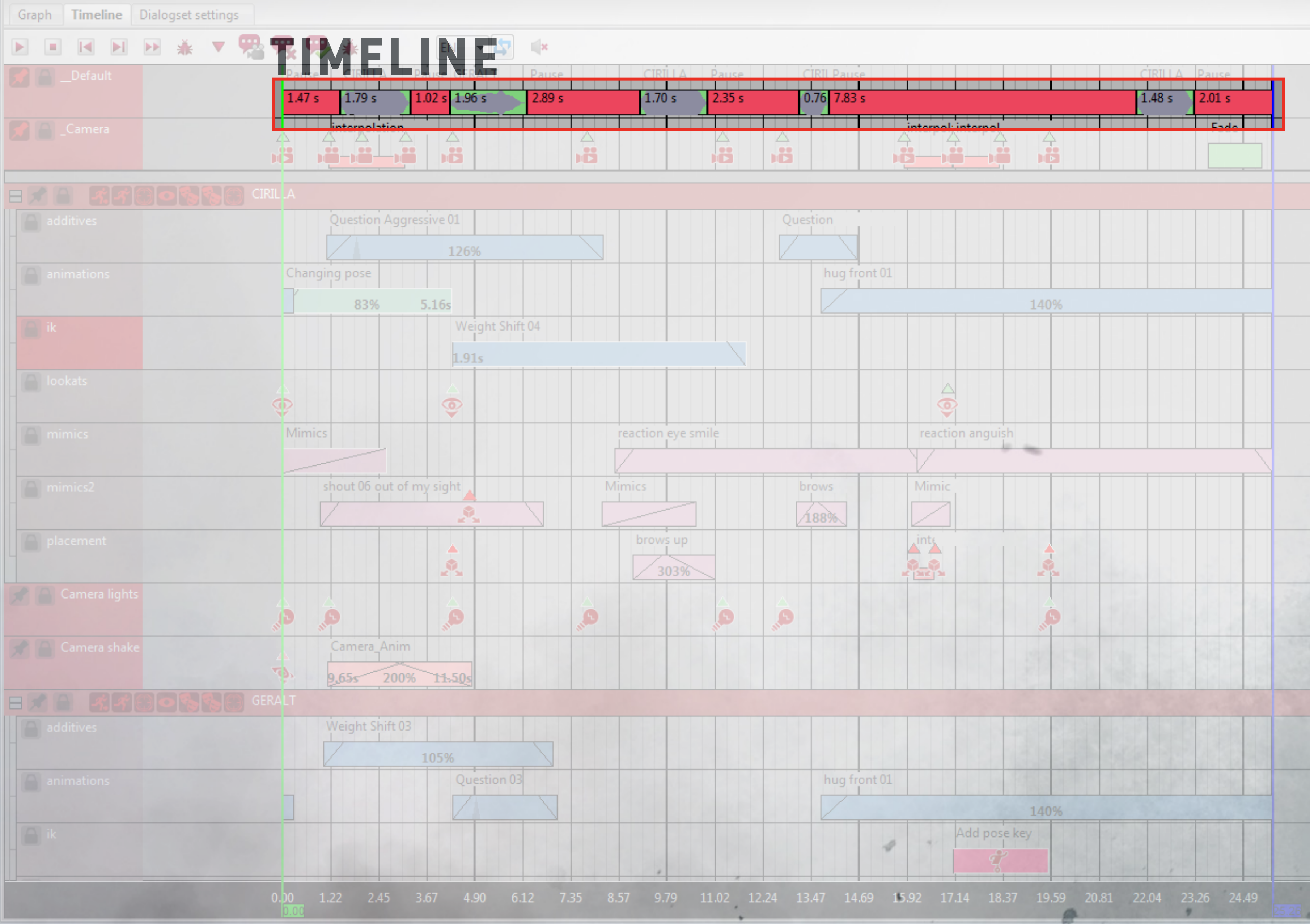
Scripting America
<http://americanrenaissancemovement.org/?p=314>





BASIC ASSEMBLY TOOL

DRIVEN BY VOICEOVERS

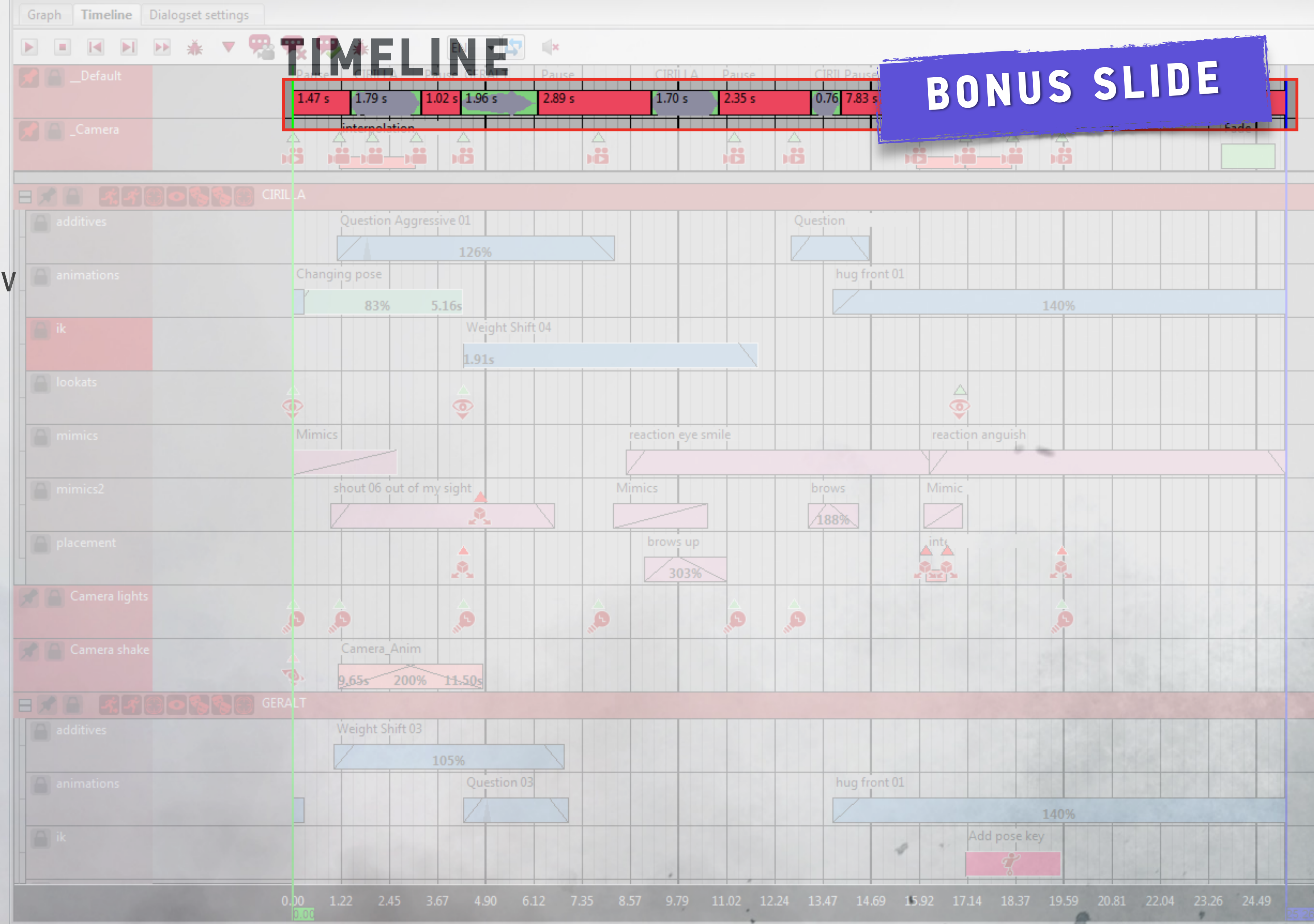




BASIC ASSEMBLY TOOL

DRIVEN BY VOICEOVERS

- ▶ Designer can record temp wav
- ▶ Text-to-speech
- ▶ Actor's final VO

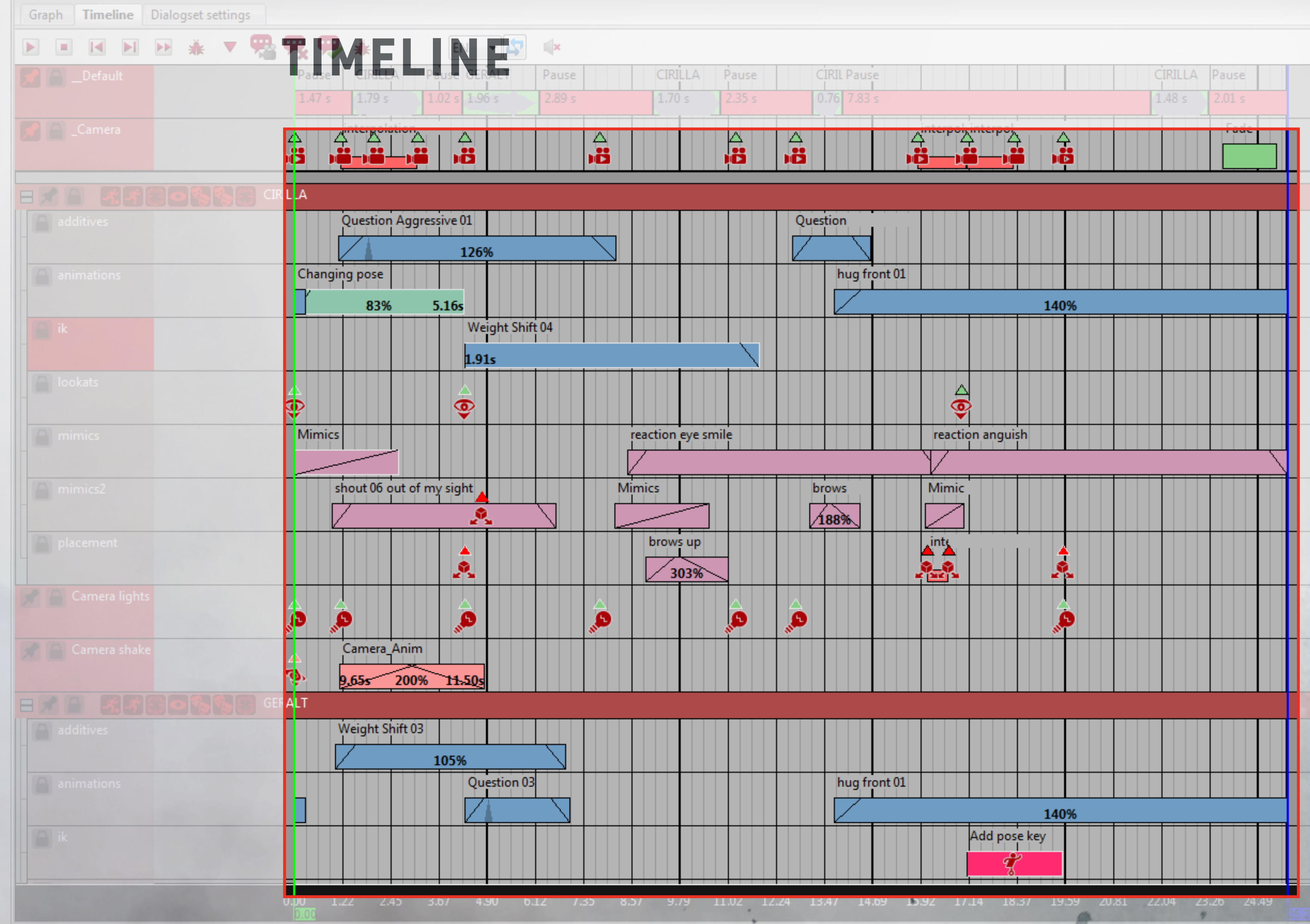


BASIC ASSEMBLY TOOL

DRIVEN BY VOICEOVERS

EVENTS

- ▶ characters
- ▶ camera shots
- ▶ items
- ▶ lights
- ▶ morphs
- ▶ weather
- ▶ etc.





TIMELINE

BASIC ASSEMBLY TOOL
DRIVEN BY VOICEOVERS

EVENTS

- ▶ characters
- ▶ camera shots
- ▶ items
- ▶ lights
- ▶ morphs
- ▶ weather
- ▶ etc.

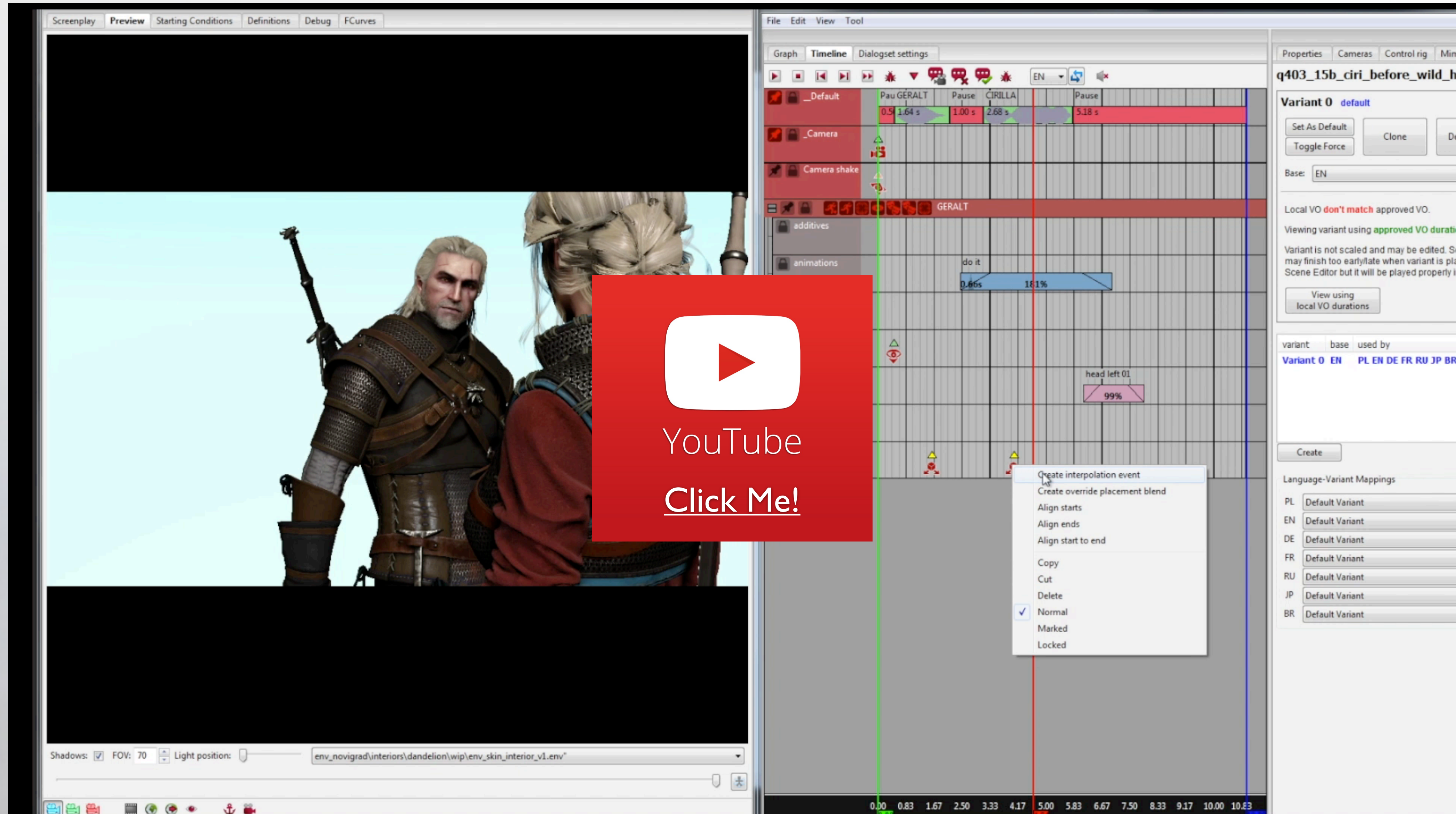
The screenshot displays the Timeline assembly tool interface, which is a grid-based system for creating and editing events. The interface is divided into several sections:

- Event Menus:** Several dropdown menus are visible, each containing a list of event types. These include:
 - Add camera:** from view, from list, animation, gameplay, start-blend-to-gameplay
 - Add actor event:** animation, change idle, add pose, add filter, add key
 - Add mimic event:** animation, change idle, add pose, add filter, add key
 - Add prop event:** Scene Placement, Attach prop to actor slot, Effect, Visibility, Look at (gameplay)
 - Add light event:** Light Property Event
 - Add misc event:** animation, additive animation, override animation, enter, exit, change pose, look at (point cloud), look at tick (old), look at (gameplay), pose key, visibility, appearance, placement tick, placement duration, walk (deprecated, use 'placement duration'), equip item, morph, disable physics cl, disable dangle, dangles shake, reset cloth and da, effect, effect duration, curve animation, change game stat, hires shadows, mimic lod, Actor hide scabba
- Timeline Grid:** A large grid of cells is shown, representing the timeline. Some cells are highlighted in red, indicating active events. The grid is divided into columns and rows, with some cells containing numerical values like 34.64 and 34.92.
- Event List:** A list of events is visible on the right side of the interface, including: fade, sound, hit sound, dialog line, weather change, Surface effect, Add fact event, Open door event, debug comment, Camera light, Modify environment, Video overlay, Timelapse, Reward to player, and World entity effect.



TIMELINE

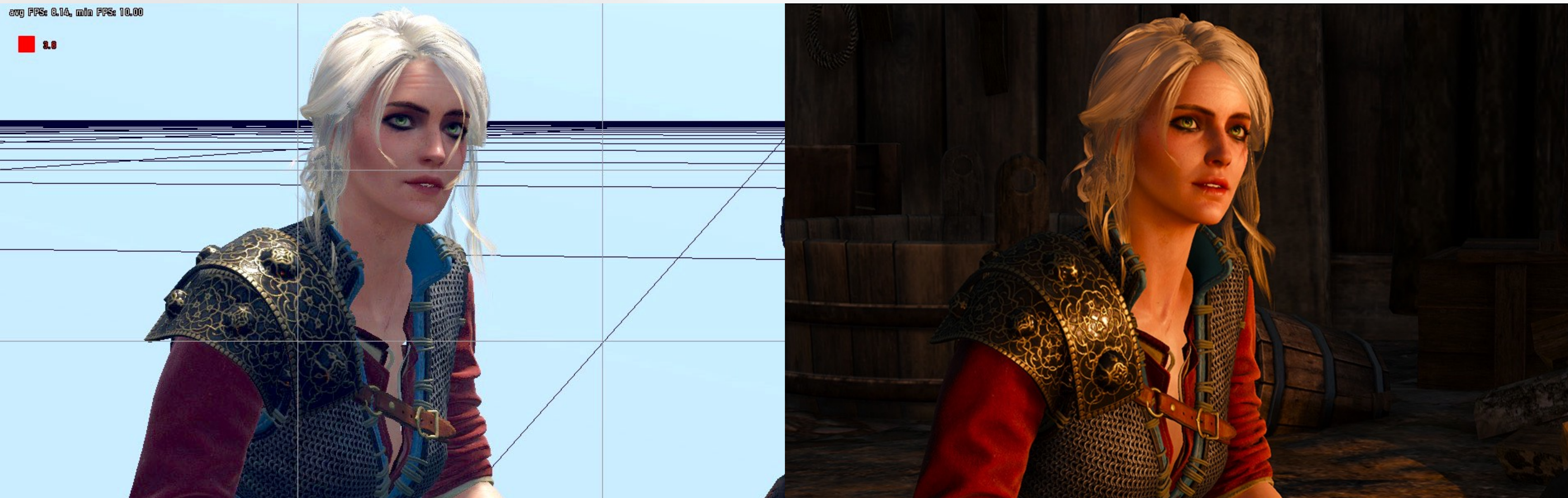
Events can
be trimmed,
weighted,
interpolated

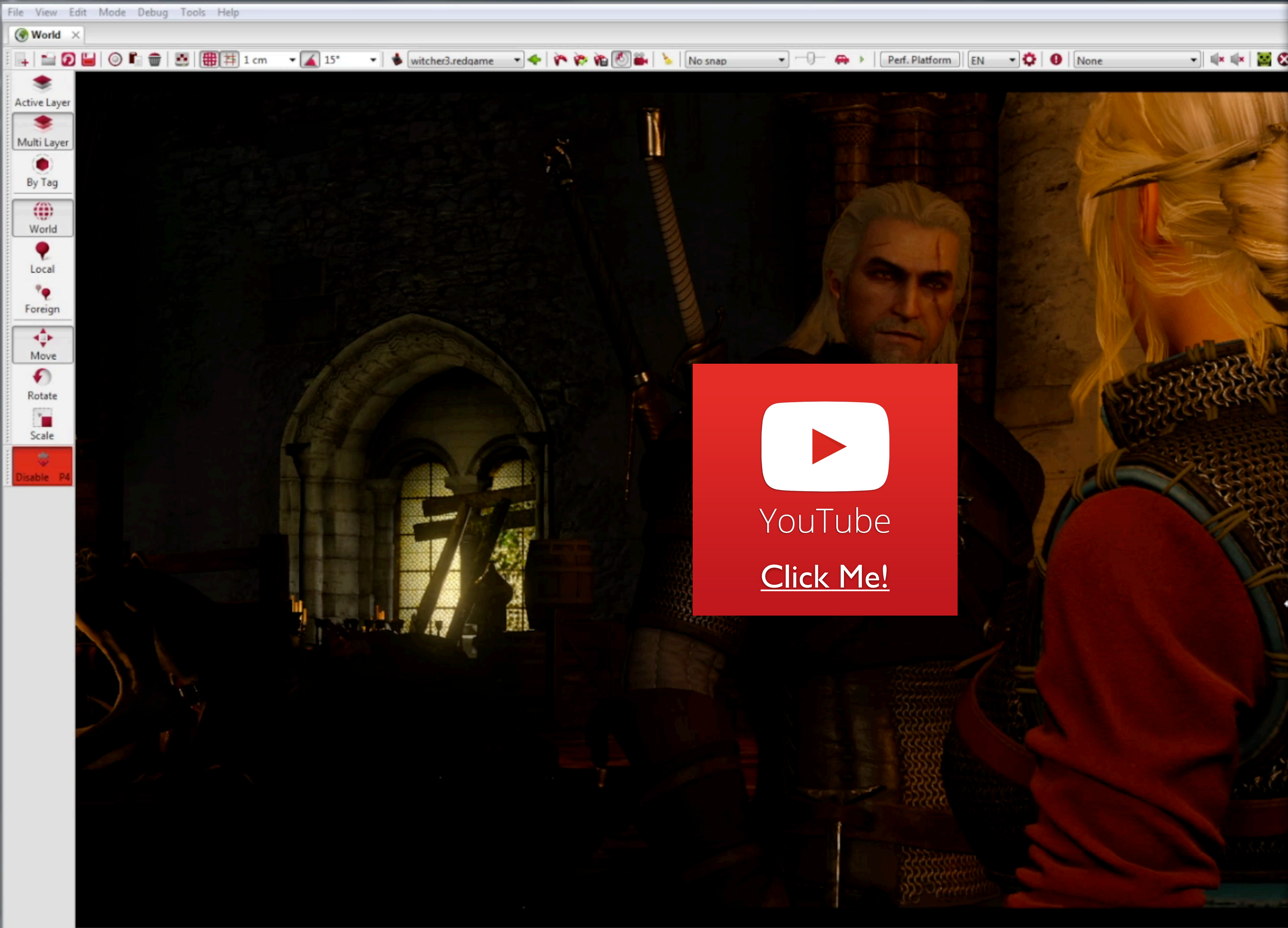




TIMELINE

Be aware of the dialogue surroundings = tailor-made content for a particular location





File Edit View Tool

Graph Timeline Dialogset settings Screenplay Startin

q403

Varia

t As D

oggle

Base:

Local

Viewi

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local

variant

Varia

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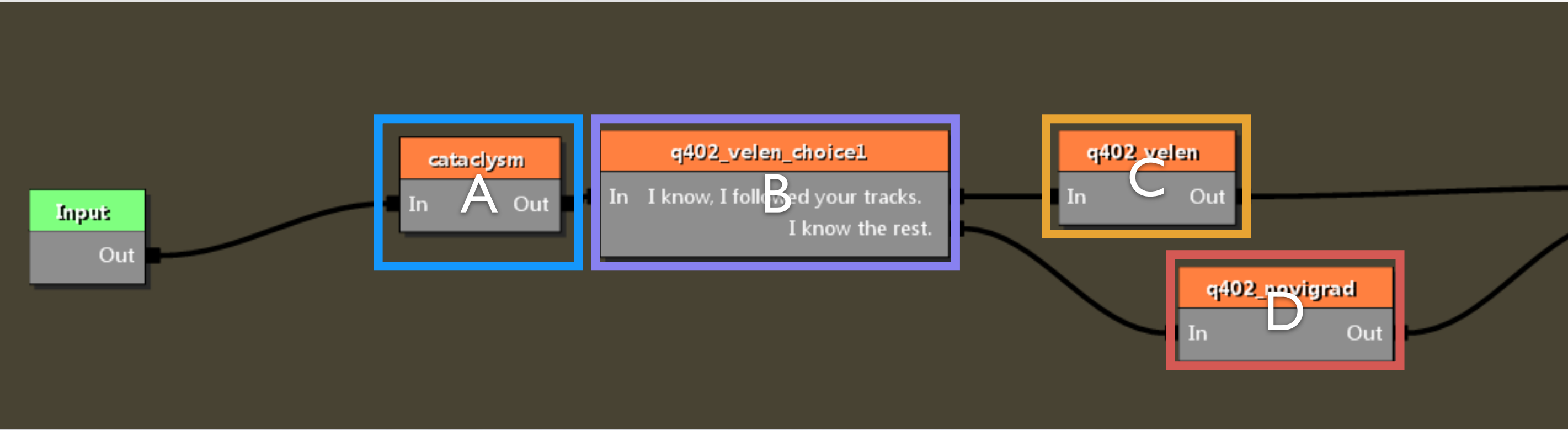
BR

Track	Start	End	Value
_Default	1.04 s	2.68 s	5.18 s
_Camera			
mimics			
mimics2			
placement			
Camera lights			
Camera shake			
GERALT			
additives			
animations	do it	0.66s	181%
ik			
lookats			
mimics			head 99%
mimics2			
placement	interpolati		

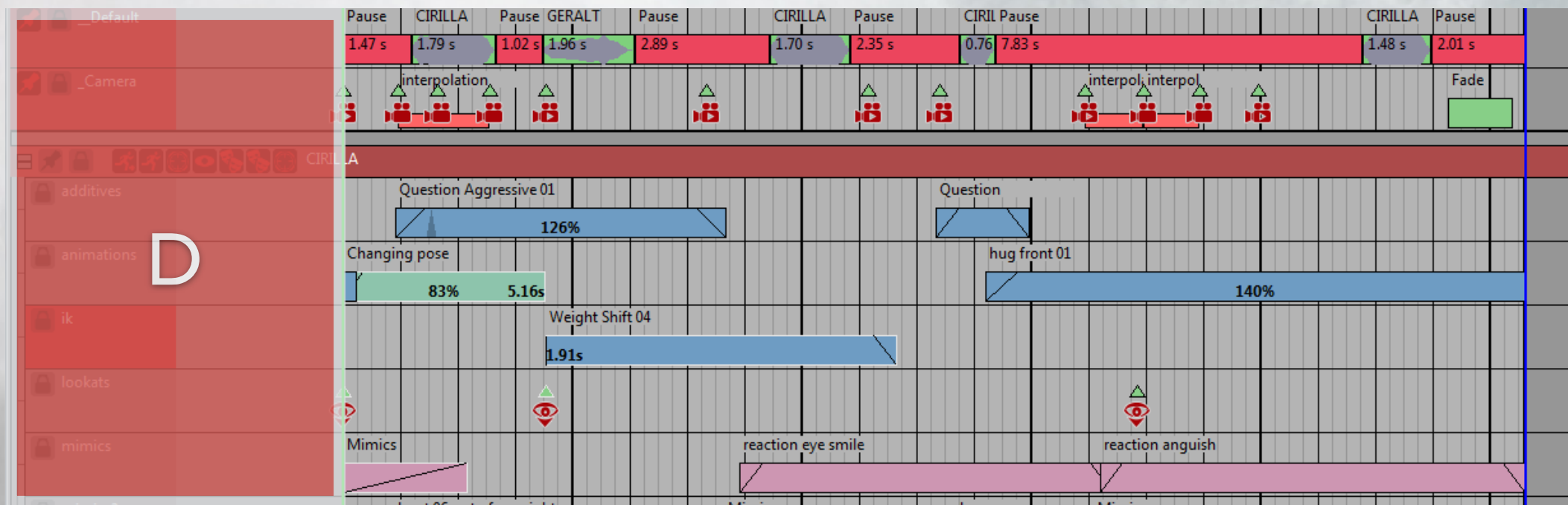
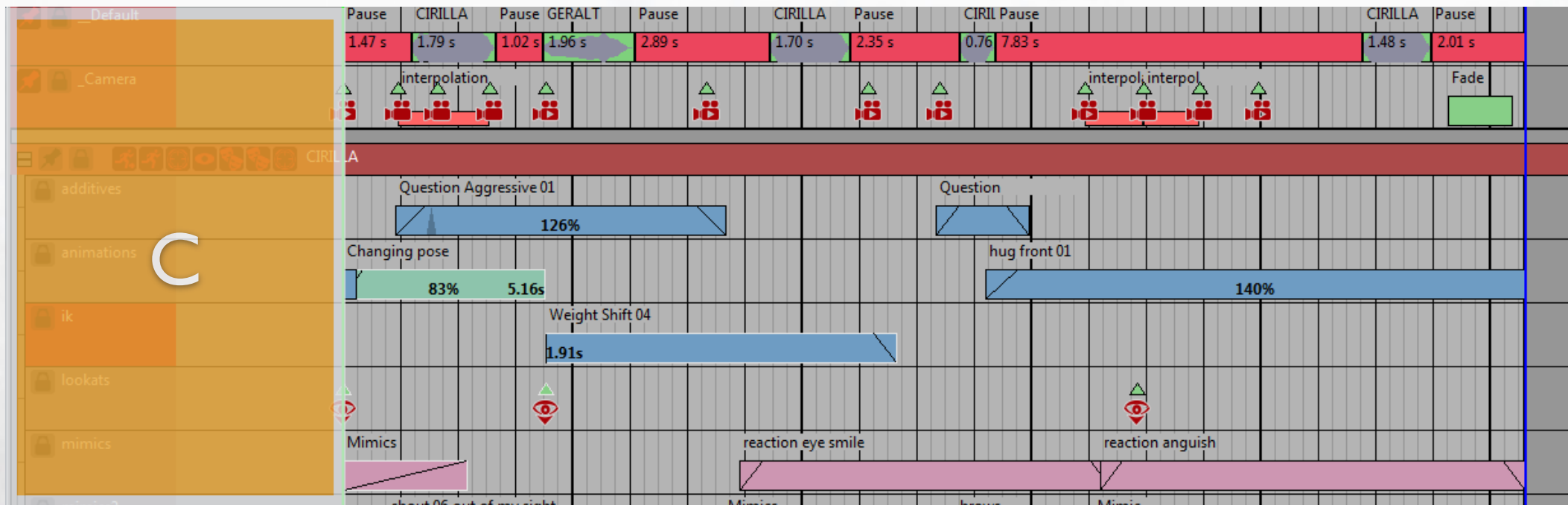
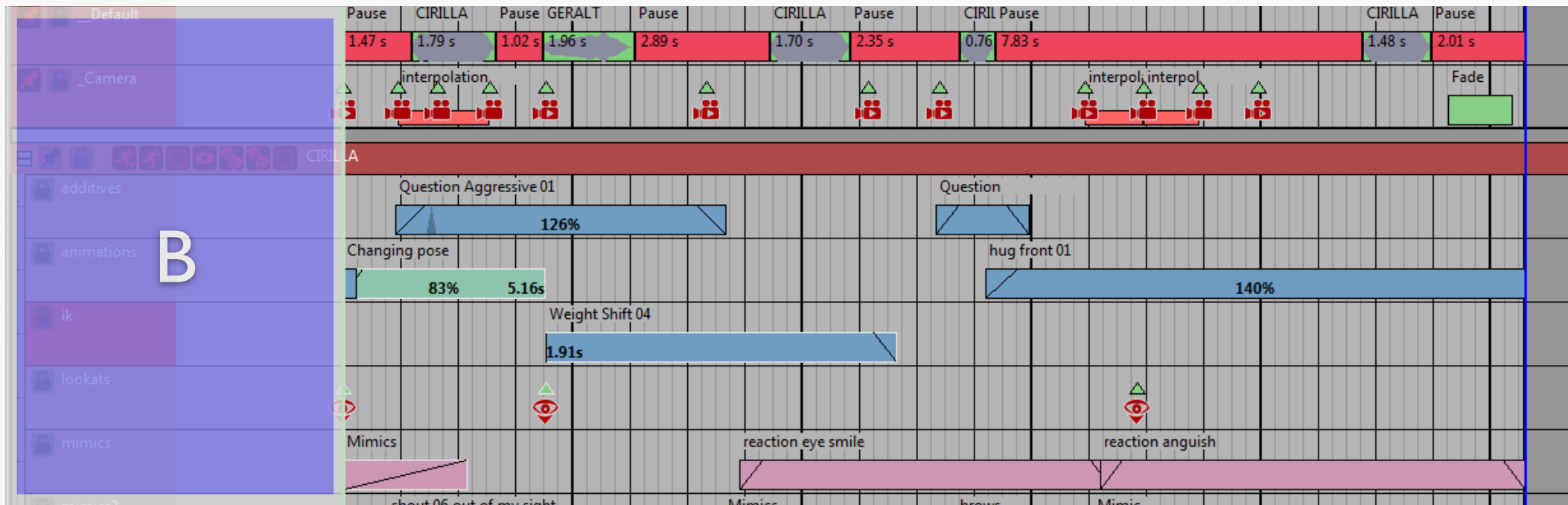
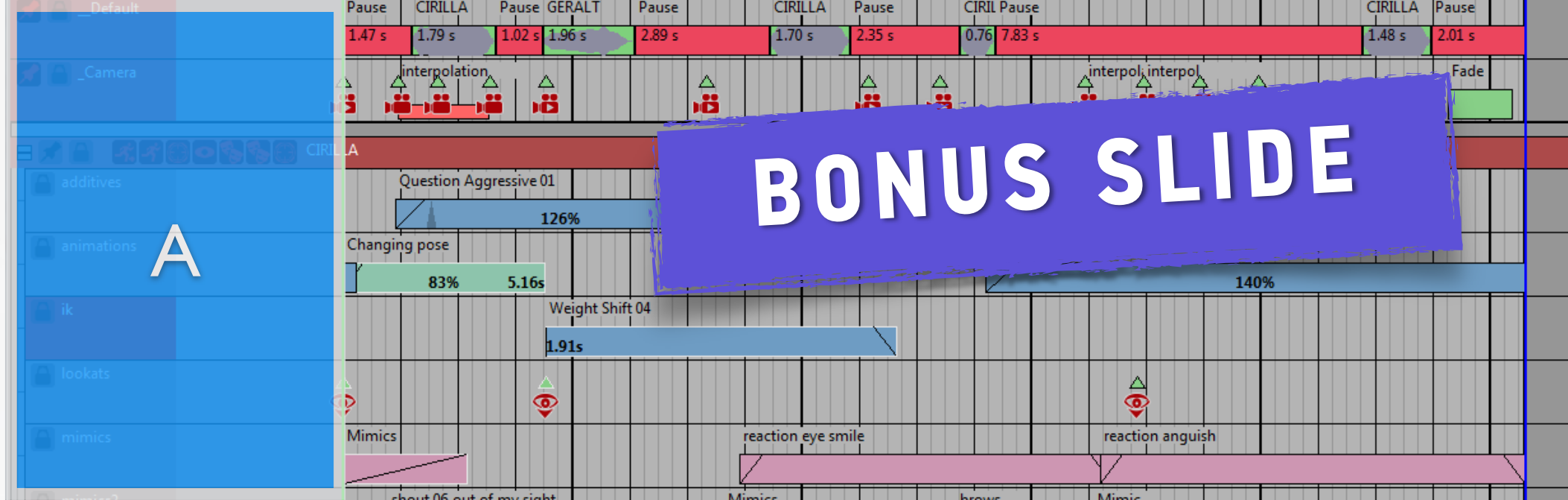
1.60 3.19 4.79 6.38 7.98 9.57



TIMELINE



BONUS SLIDE

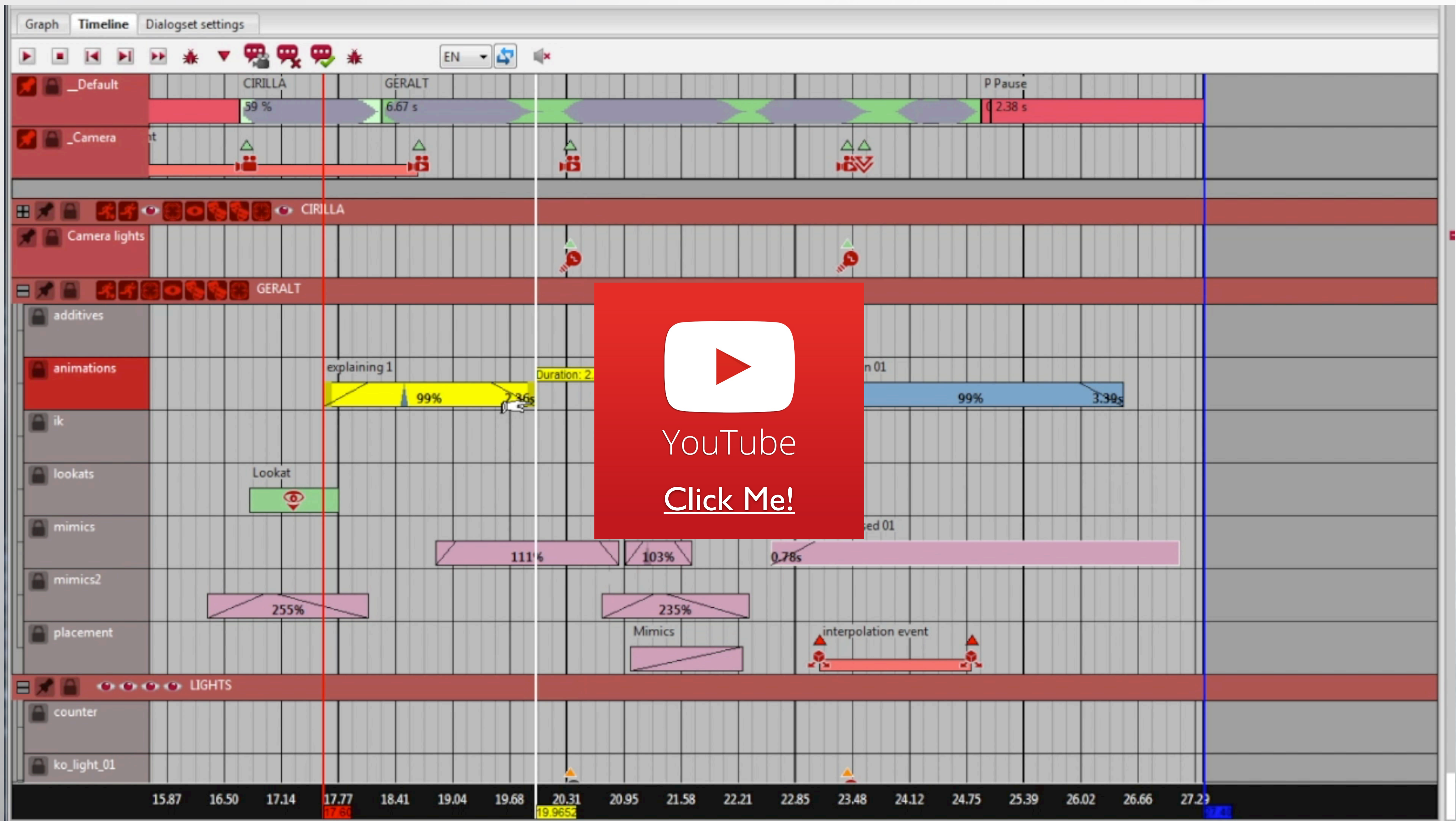




TIMELINE

PREVIEW IN GAME

TAKE AWAY







1. DIALOGSET

quests\part_2\quest_files\q403_battle\scenes\q403_15b_ciri_before_wild_hunt_attack.w2scene

File Edit View Tool

GraphTimelineDialogset settingsScreenplayStarting ConditionsDefinitionsDebugFCurves

dialogset_1_vs_1.w2dset
dialogset_1_vs_2
dialogset_2_vs_2

CStorySceneDialogsetInstance

name	dialogset_1_vs_1.w2d
placementTag	[q403_dialog_ciri_aft
snapToTerrain	<input checked="" type="checkbox"/> false
findSafePlacement	<input checked="" type="checkbox"/> false
safePlacementRadius	1.2
path	gameplay\dialogsets

slot1, GERALT, visible, High, Determin
slot2, CIRILLA, visible, High, Bored, Sit

CStorySceneDialogsetSlot

slotNumber	2
slotName	slot2
slotPlacement	Pos [0.10,-1.09,-0.08] Rot [0.0,-0.0,0.0]
actorName	CIRILLA
actorVisibility	<input checked="" type="checkbox"/> true
actorStatus	High
actorEmotionalState	Bored
actorPoseName	Sitting Ground
actorMimicsEmotionalState	None
actorMimicsLayer_Eyes	Neutral
actorMimicsLayer_Pose	Very happy
actorMimicsLayer_Animation	Neutral
actorMimicsLayer_Pose_Weight	0.5
forceBodyIdleAnimation	None
forceBodyIdleAnimationWeight	1
actorState	None
ID	938A119F-40B58B3D-E0953395-212AB30F
setupAction	[Empty Array]



1. DIALOGSET

quests\part_2\quest_files\q403_battle\scenes\q403_15b_ciri_before_wild_hunt_attack.w2scene

File Edit View Tool

GraphTimelineDialogset settingsScreenplayStarting ConditionsDefinitionsDebugFCurves

dialogset_1_vs_1.w2dset
dialogset_1_vs_2
dialogset_2_vs_2

CStorySceneDialogsetInstance

name	dialogset_1_vs_1.w2d
placementTag	[q403_dialog_ciri_at
snapToTerrain	<input checked="" type="checkbox"/> false
findSafePlacement	<input checked="" type="checkbox"/> false
safePlacementRadius	1.2
path	gameplay\dialogsets

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actorState	None
ID	938A119F-40B58B3D-E0953395-212AB30F
setupAction	[Empty Array]





DIALOGUE DESIGNERS / WORKFLOW

1. DIALOGSET

quests\part_2\quest_files\q403_battle\scenes\q403_15b_ciri_before_wild_hunt_attack.w2scene

File Edit View Tool

Graph Timeline **Dialogset settings** Screenplay Starting Conditions Definitions Debug FCurves

dialogset_1_vs_1.w2dset
dialogset_1_vs_2
dialogset_2_vs_2

CStorySceneDialogsetInstance

name	dialogset_1_vs_1.w2d
placementTag	[q403_dialog_ciri_aft
snapToTerrain	<input checked="" type="checkbox"/> false
findSafePlacement	<input checked="" type="checkbox"/> false
safePlacementRadius	1.2
path	gameplay\dialogsets

slot1, GERALT, visible, High, Determin
slot2, CIRILLA, visible, High, Bored, Sit

CStorySceneDialogsetSlot

slotNumber	2
slotName	slot2
+ slotPlacement	Pos [0.10,-1.09,-0.08] Rot [0.0,-0.0,0.0]
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forceBodyIdleAnimation	None
forceBodyIdleAnimationWeight	1
actorState	None
ID	938A119F-40B58B3D-E0953395-212AB30F
+ setupAction	[Empty Array]

+ -



🗨️ DIALOGUE DESIGNERS / WORKFLOW

1. DIALOGSET

quests\part_2\quest_files\q403_battle\scenes\q403_15b_ciri_before_wild_hunt_attack.w2scene

File Edit View Tool

Graph Timeline **Dialogset settings** Screenplay Starting Conditions Definitions Debug FCurves

dialogset_1_vs_1.w2dset
dialogset_1_vs_2
dialogset_2_vs_2

CStorySceneDialogsetInstance

name	dialogset_1_vs_1.w2d
placementTag	[q403_dialog_ciri_aft
snapToTerrain	<input checked="" type="checkbox"/> false
findSafePlacement	<input checked="" type="checkbox"/> false
safePlacementRadius	1.2
path	gameplay\dialogsets

slot1, GERALT, visible, High, Determin
slot2, CIRILLA, visible, High, Bored, Sit

CStorySceneDialogsetSlot

slotNumber	2
slotName	slot2
slotPlacement	Pos [0.10,-1.09,-0.08] Rot [0.0,-0.0,0.0]
actorName	CIRILLA
actorVisibility	<input checked="" type="checkbox"/> true
actorStatus	High
actorEmotionalState	Bored
actorPoseName	Sitting Ground
actorMimicsEmotionalState	None
actorMimicsLayer_Eyes	Neutral
actorMimicsLayer_Pose	Very happy
actorMimicsLayer_Animation	Neutral
actorMimicsLayer_Pose_Weight	0.5
forceBodyIdleAnimation	None
forceBodyIdleAnimationWeight	1
actorState	None
ID	938A119F-40B58B3D-E0953395-212AB30F
setupAction	[Empty Array]

+ -





2. GENERATOR



GENERATOR

```
if (actor.IsYenn() || actor.IsTriss())  
{  
    → DoCloseup();  
}  
else  
{  
    → DoWideShot()  
}
```

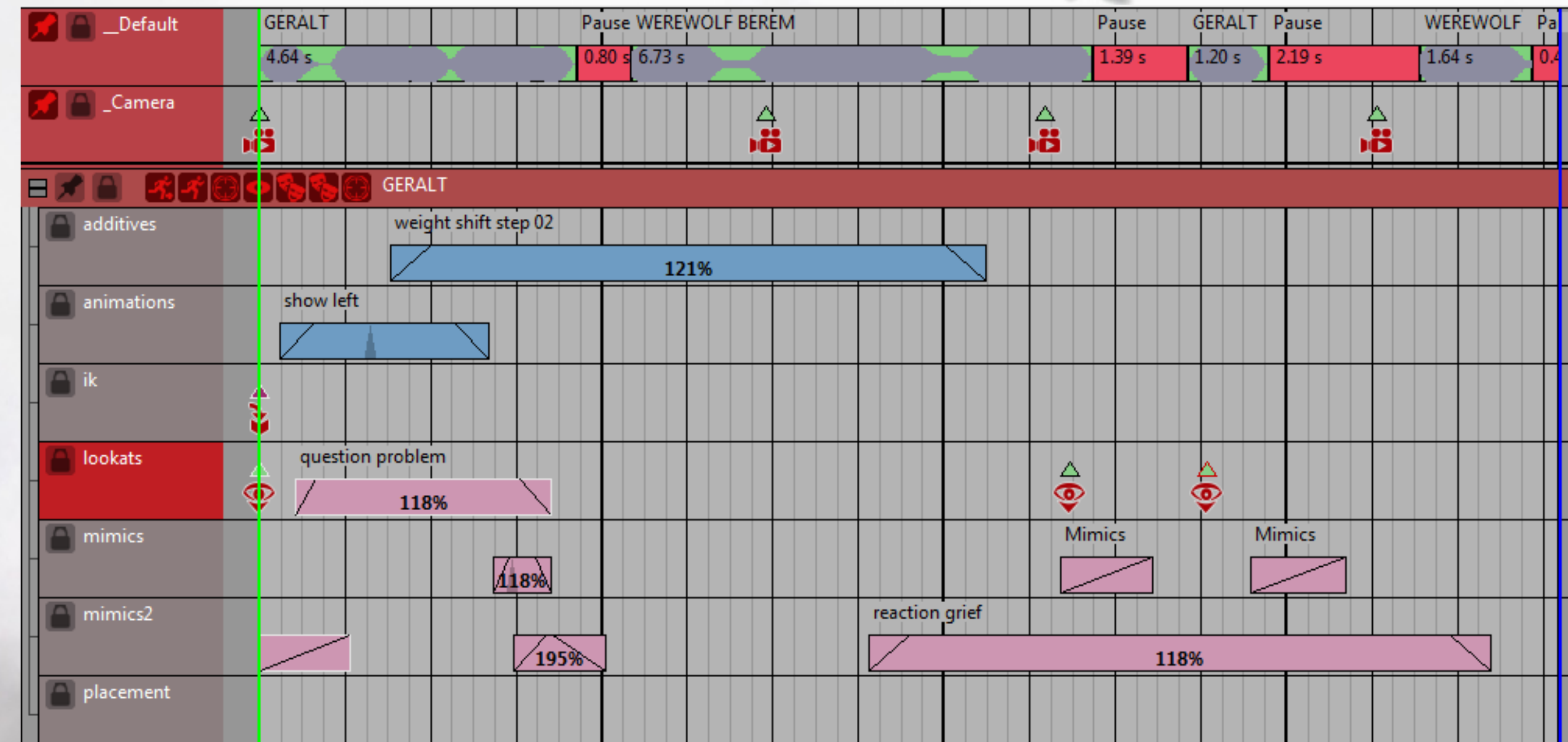
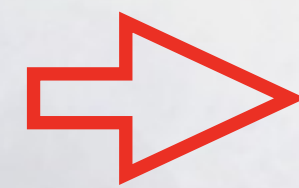



DIALOGUE DESIGNERS / WORKFLOW

2. GENERATOR

- ▶ Prepopulates scene with procedurally generated events
- ▶ Can be used to fill empty spaces or regenerate certain events
- ▶ Lot of events because it's faster to remove/modify than to add

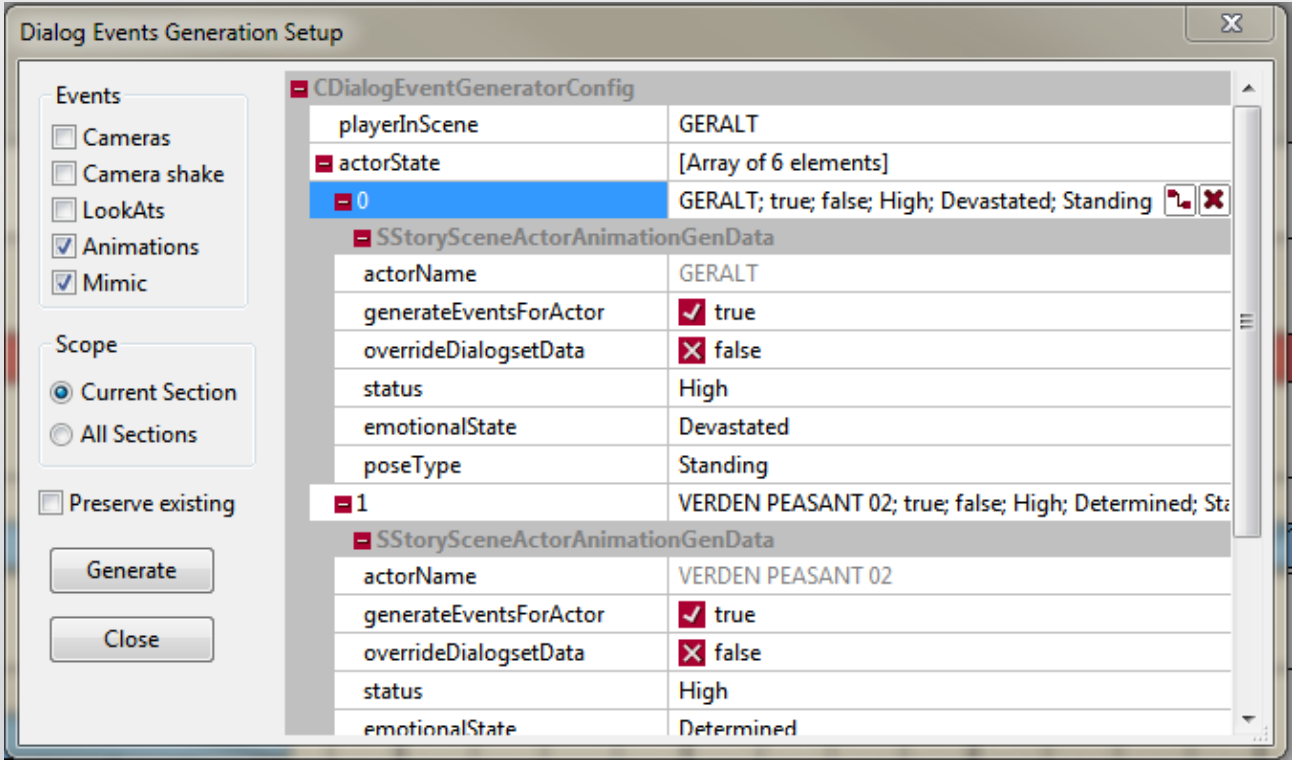
```
95 void CStorySceneEventGenerator::GenerateMimicEvents( SContext& context )
96 {
97     TDynArray<SSectionChunk>& chunks = context.m_chunks;
98     CStorySceneSection* section = context.m_section;
99     UInt32 nrOfElem = section->GetNumberOfElements();
100     if ( nrOfElem == 0 || chunks.Empty() ) //empty section ignore
101     {
102         return;
103     }
104
105     MarkExistingAsUsed<CStorySceneEventMimicsAnim>( context );
106     TDynArray< CStorySceneLine* > lines;
107     TDynArray< CName > actors;
108     TDynArray< Int32 > linesForActor;
109
110     String debug;
111     AnimData animData;
112
113     const String& currentLocale = SLocalizationManager::GetInstance().GetCurrentLocale();
114
115     for ( UInt32 k = 0; k < chunks.Size(); k++ )
116     {
117         const SPositionInSection from( chunks, k, 0.f, 0.f );
118         const SPositionInSection to( chunks, k, 0.f, from.GetChunk().Length() );
119
120         CName actor = chunks[k].Speaker();
121         UInt32 nrOfElem = chunks[k].m_elements.Size();
122         for ( UInt32 j = 0; j < nrOfElem; ++j )
123         {
```



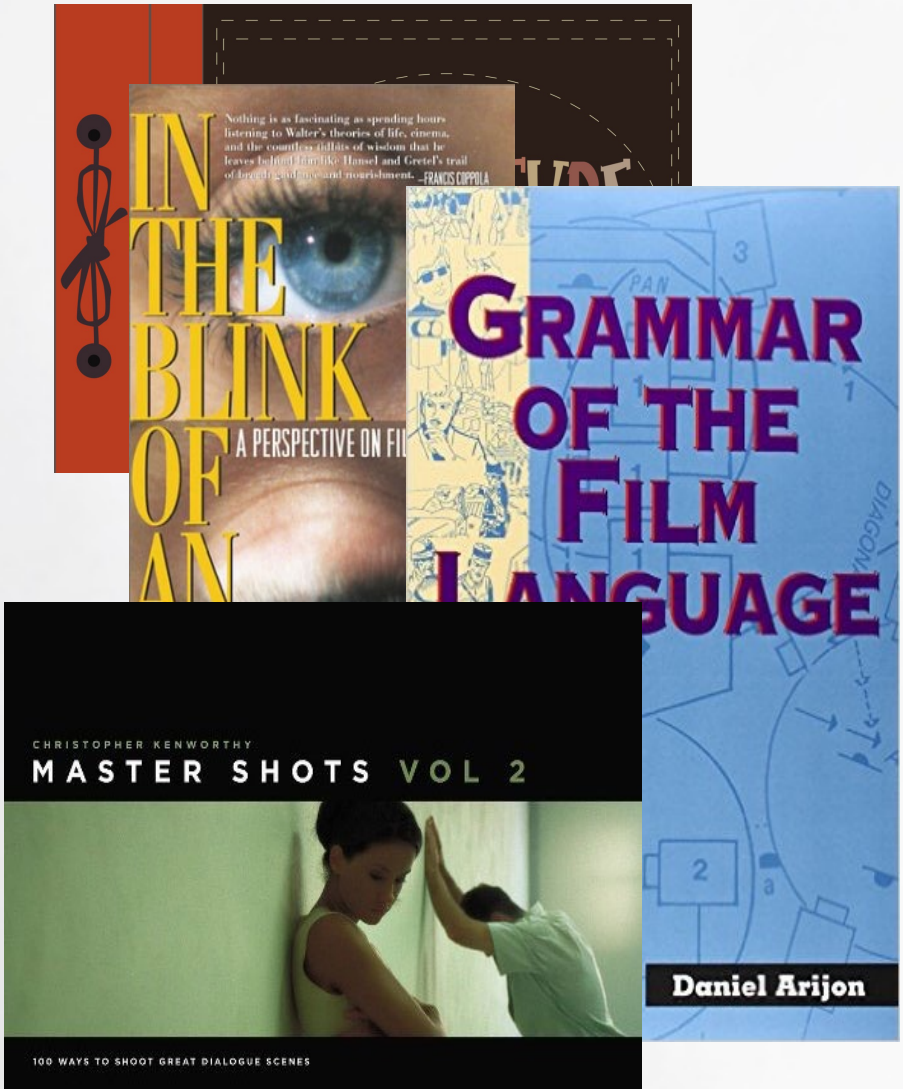


DIALOGUE DESIGNERS / WORKFLOW

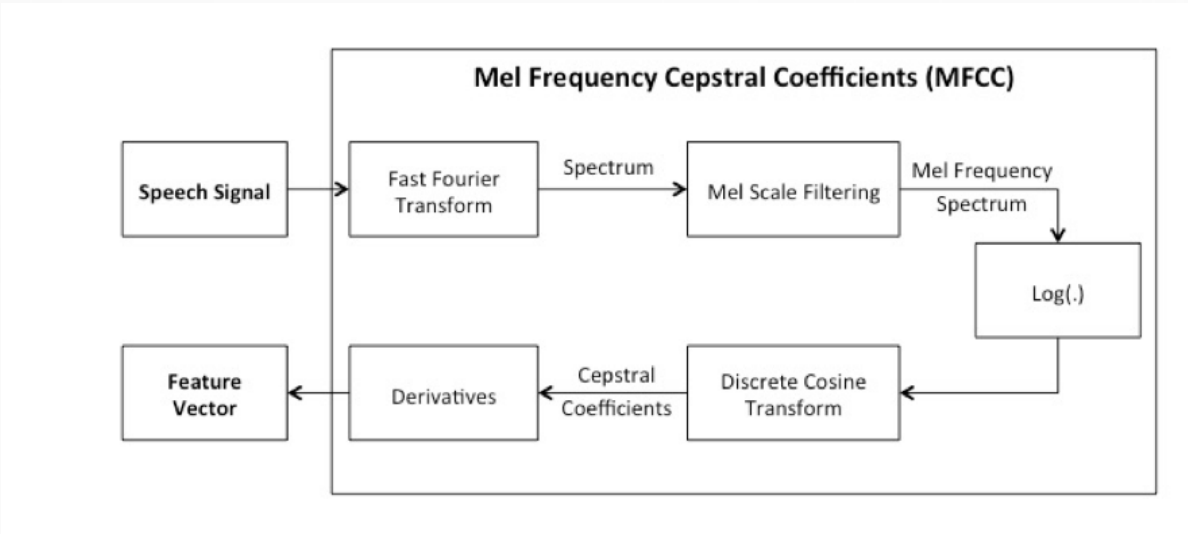
2. GENERATOR



DIALOGSET /
USER SETUP



SET OF RULES

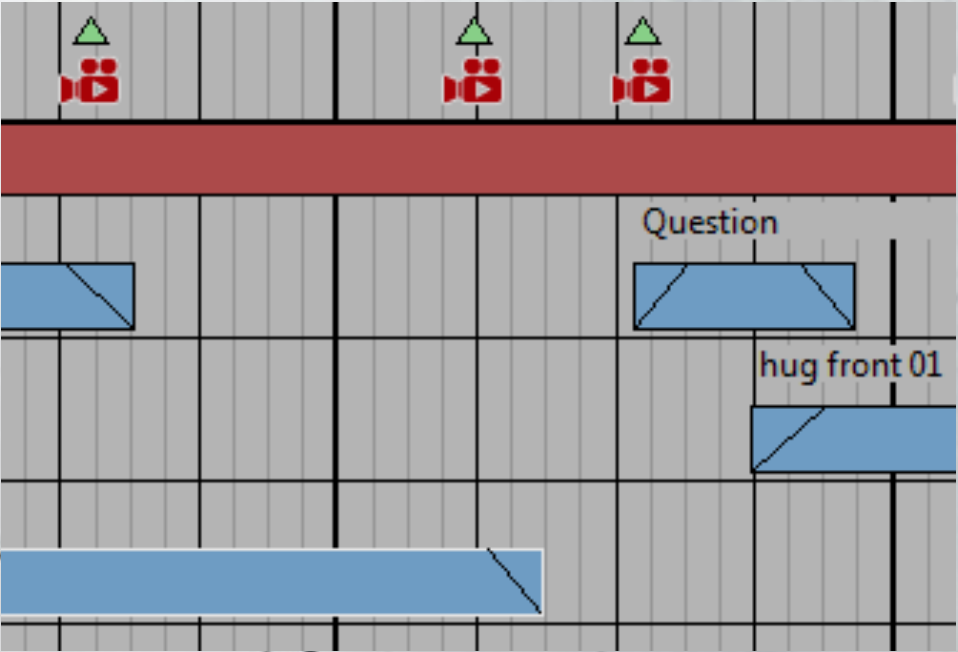
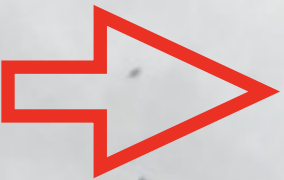


```
int getRandomNumber()
{
    return 4; // chosen by fair dice roll.
             // guaranteed to be random.
}
```

DATA PROCESING

GENERATOR

```
if ( !actor.IsYenn() || !actor.IsTriss() )
{
    DoCloseup();
}
else
{
    DoWideShot();
}
```





DIALOGUE DESIGNERS / WORKFLOW

2. GENERATOR

Dialog Events Generation Setup

Events

- ☐ Cameras
- ☐ Camera shake
- ☐ LookAts
- ☒ Animations
- ☒ Mimic

Scope

- ☒ Current Section
- ☐ All Sections

☐ Preserve existing

Generate

Close

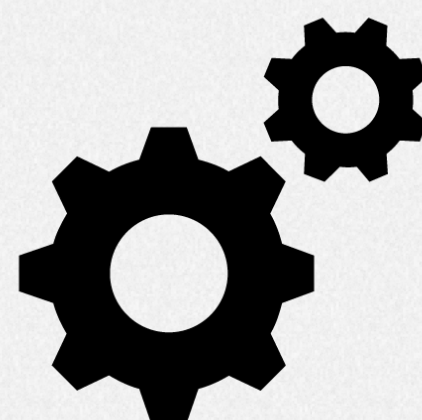
CDialogEventGeneratorConfig

playerInScene	GERALT
actorState	[Array of 6 elements]
0	GERALT; true; false; High; Devastated; Standing
SStorySceneActorAnimationGenData	
actorName	GERALT
generateEventsForActor	<input checked="" type="checkbox"/> true
overrideDialogsetData	<input checked="" type="checkbox"/> false
status	High
emotionalState	Devastated
poseType	Standing
1	VERDEN PEASANT 02; true; false; High; Determined; Sta
SStorySceneActorAnimationGenData	
actorName	VERDEN PEASANT 02
generateEventsForActor	<input checked="" type="checkbox"/> true
overrideDialogsetData	<input checked="" type="checkbox"/> false
status	High
emotionalState	Determined

DIALOGSET /
USER SETUP



GENERATOR

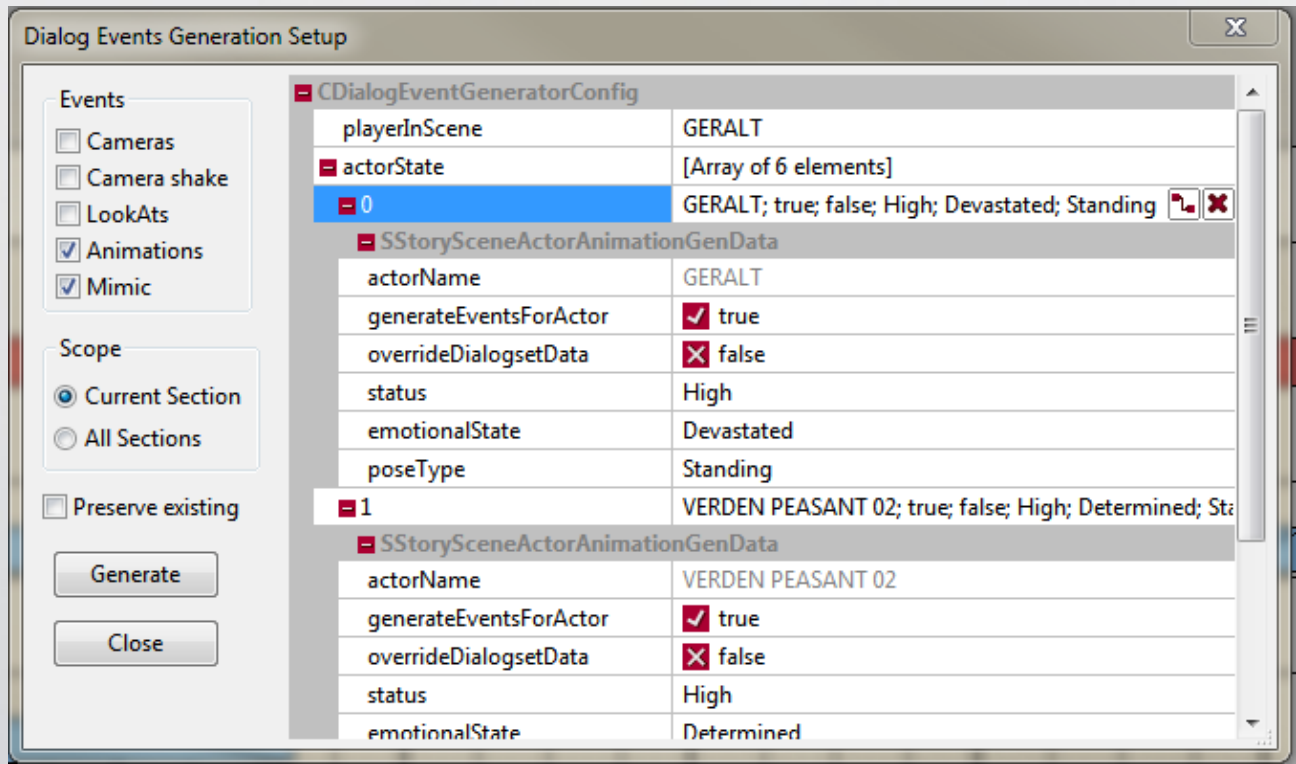


```
if ( !actor.IsYenn() || !actor.IsTriss() )  
{  
    DoCloseup();  
}  
else  
{  
    DoWideShot();  
}
```

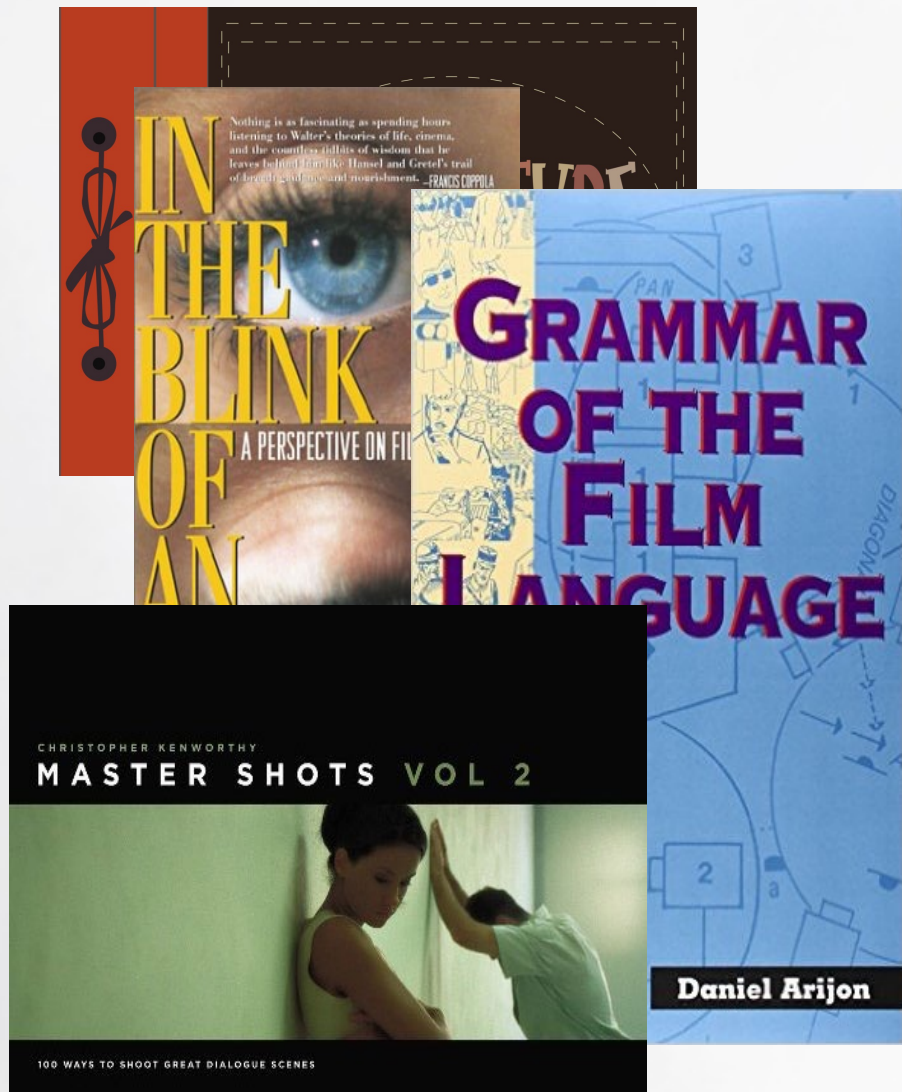


DIALOGUE DESIGNERS / WORKFLOW

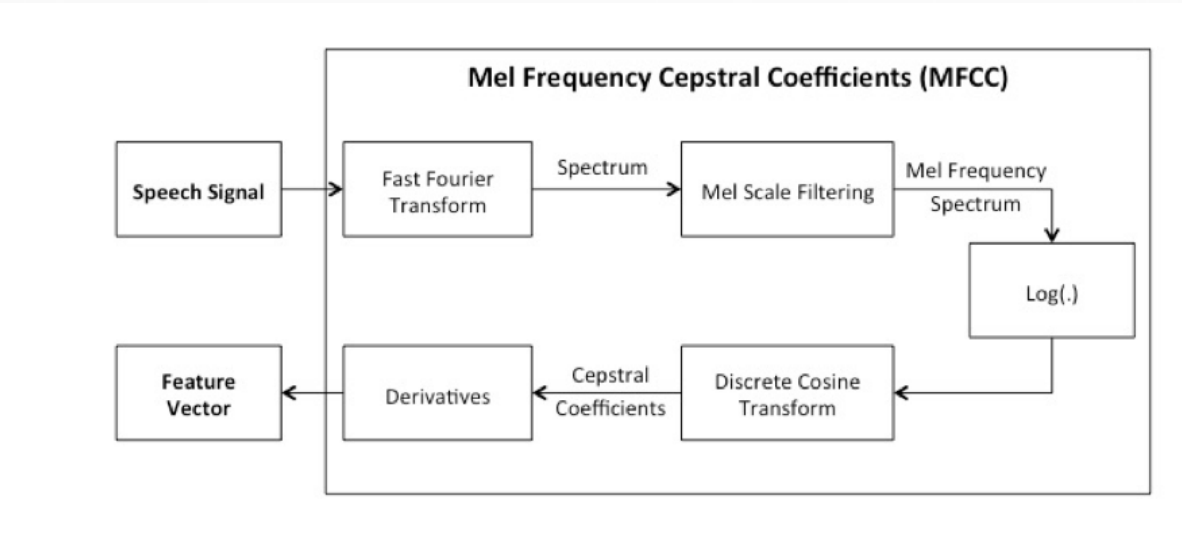
2. GENERATOR



DIALOGSET /
USER SETUP



SET OF RULES

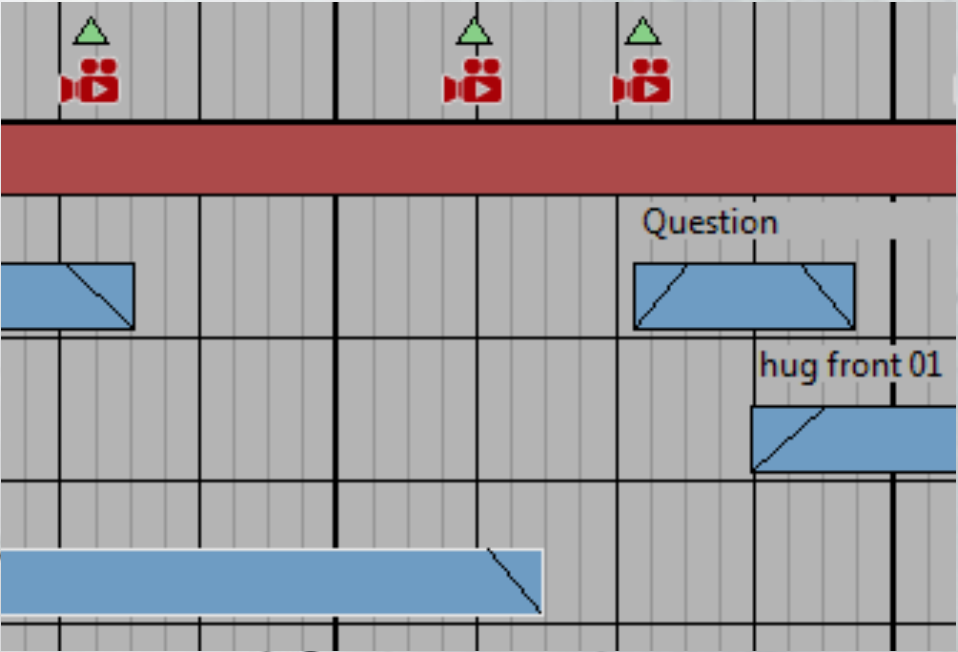
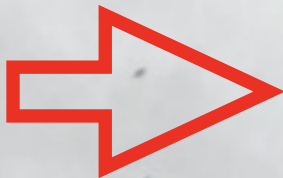


```
int getRandomNumber()  
{  
    return 4; // chosen by fair dice roll.  
             // guaranteed to be random.  
}
```

DATA PROCESING

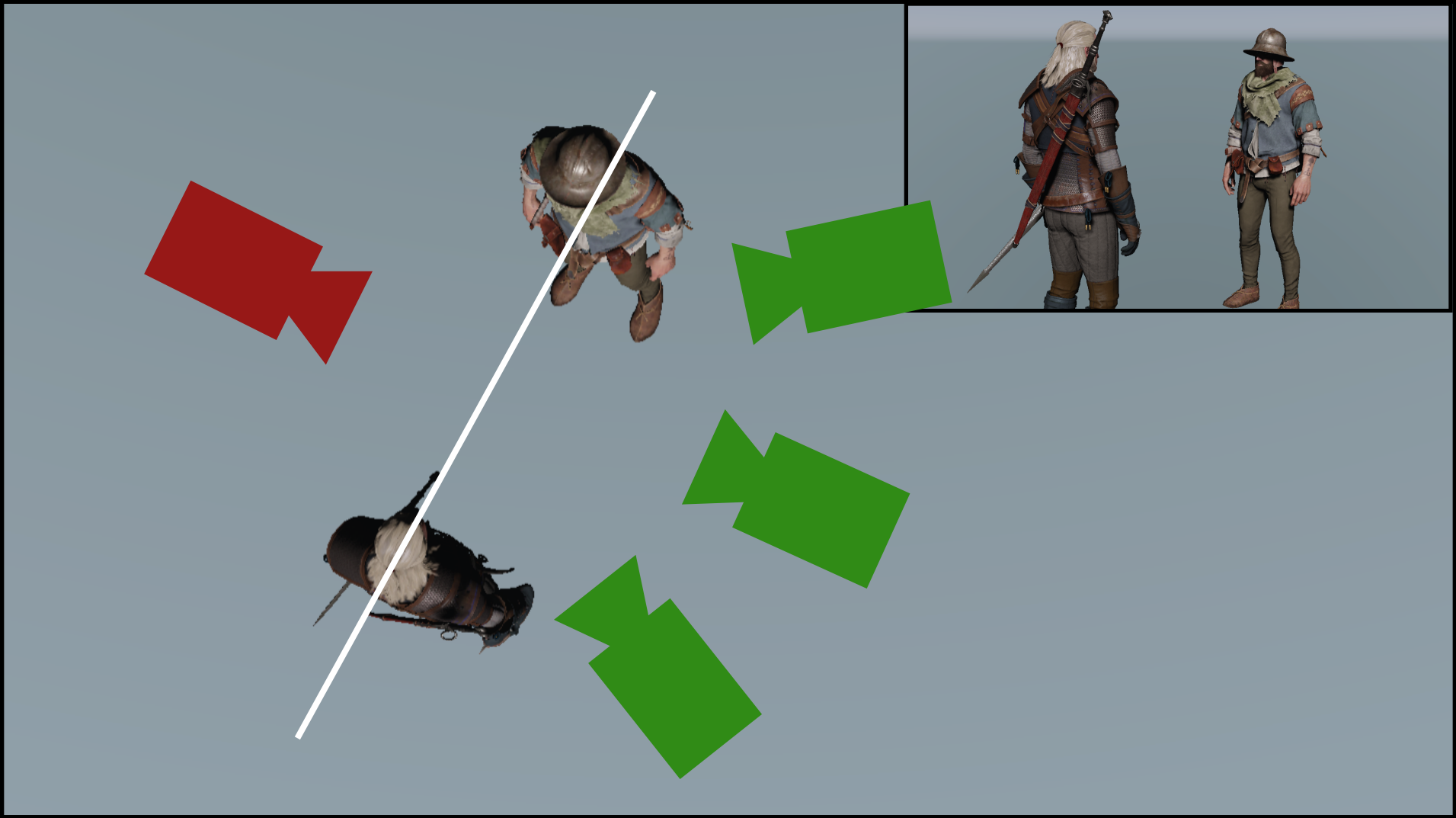
GENERATOR

```
if ( !actor.IsYenn() || !actor.IsTriss() )  
{  
    → DoCloseup();  
}  
else  
{  
    → DoWideShot();  
}
```

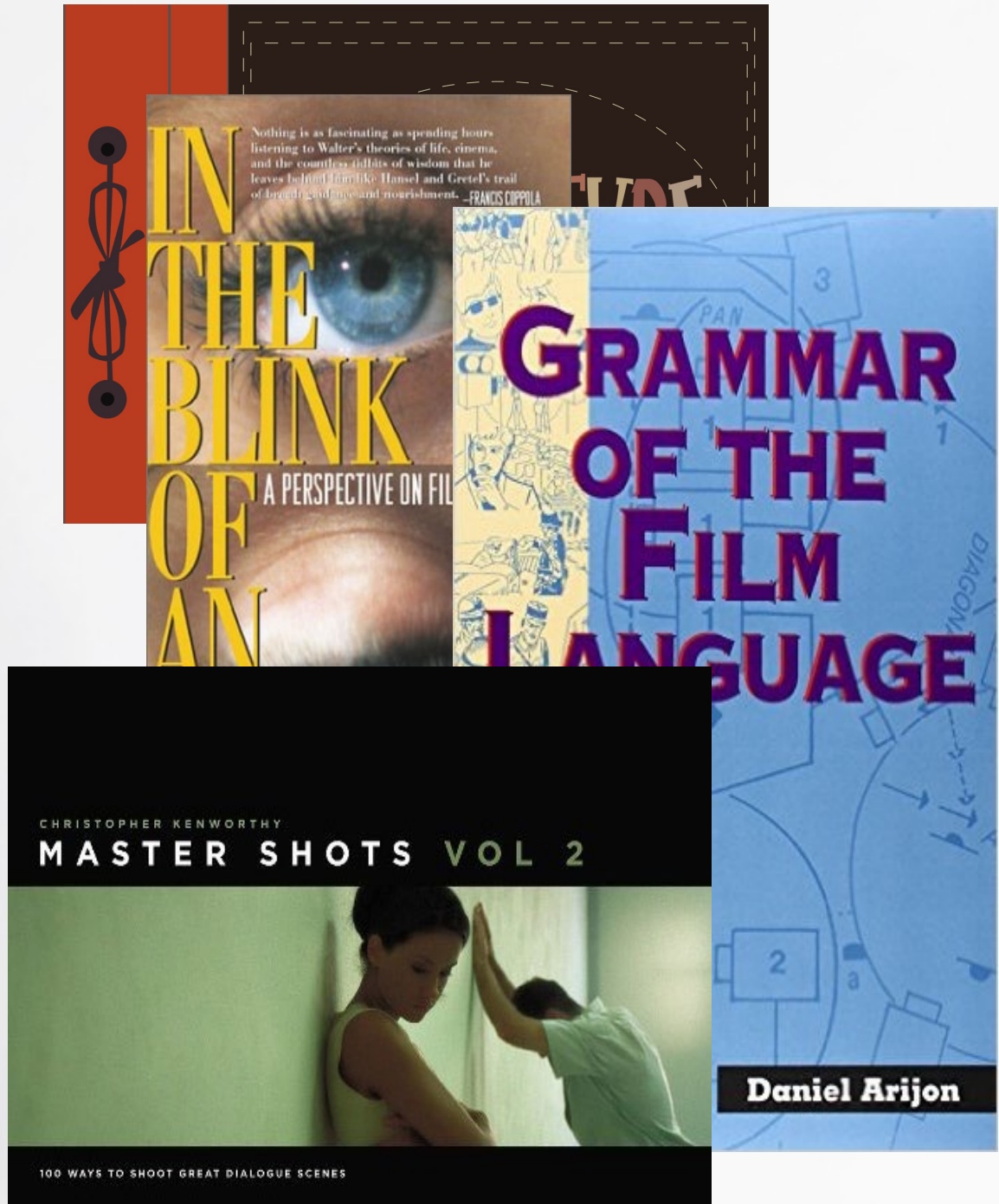




2. GENERATOR

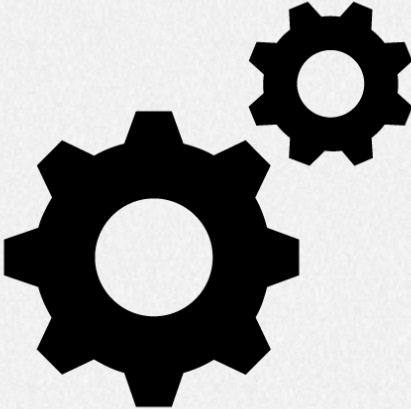


180 RULE



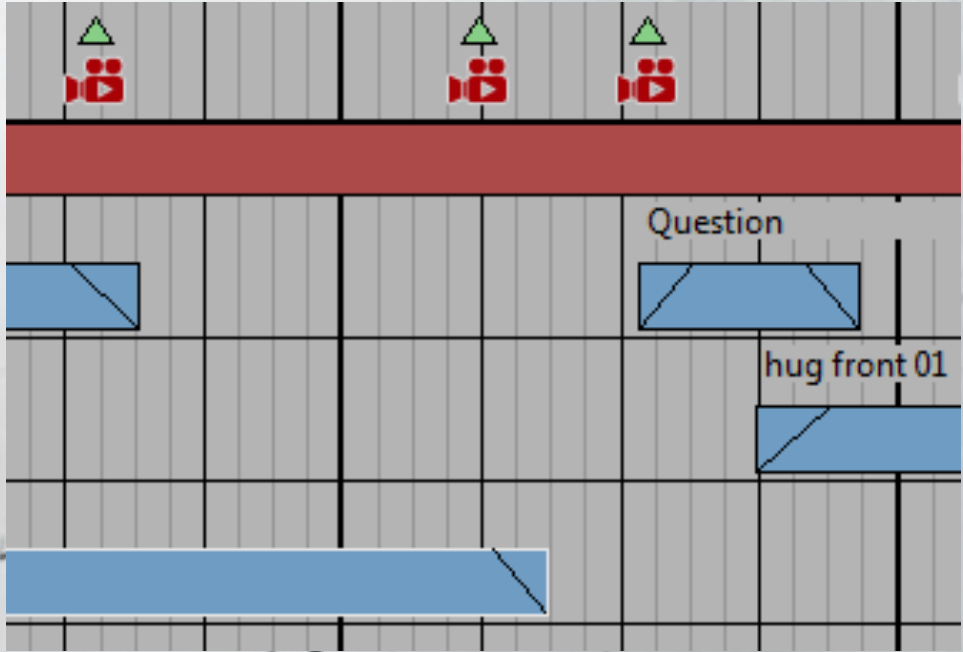
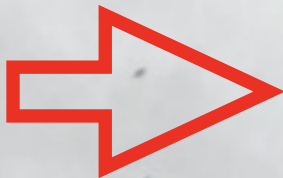
SET OF RULES





GENERATOR

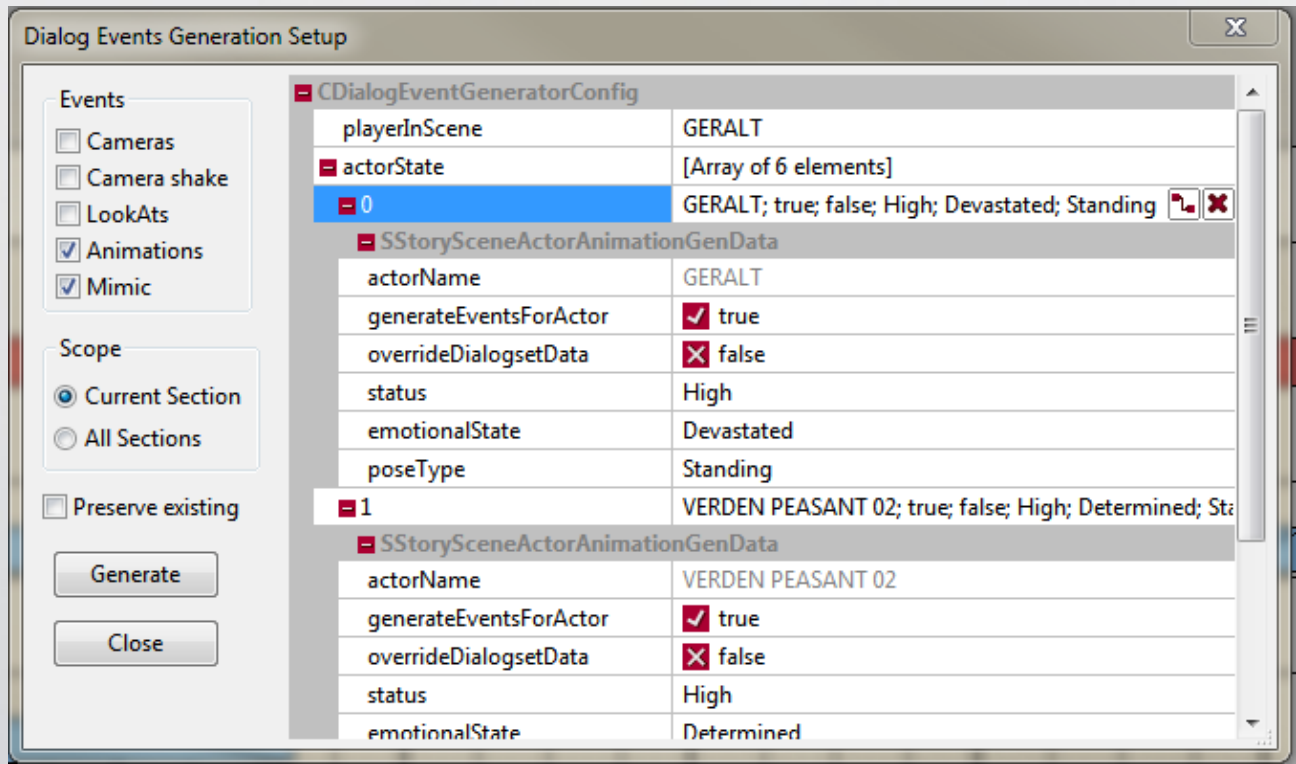
```
if ( -actor.IsYenn() || -actor.IsTriss() )  
{  
  → DoCloseup();  
}  
else  
{  
  → DoWideShot();  
}
```



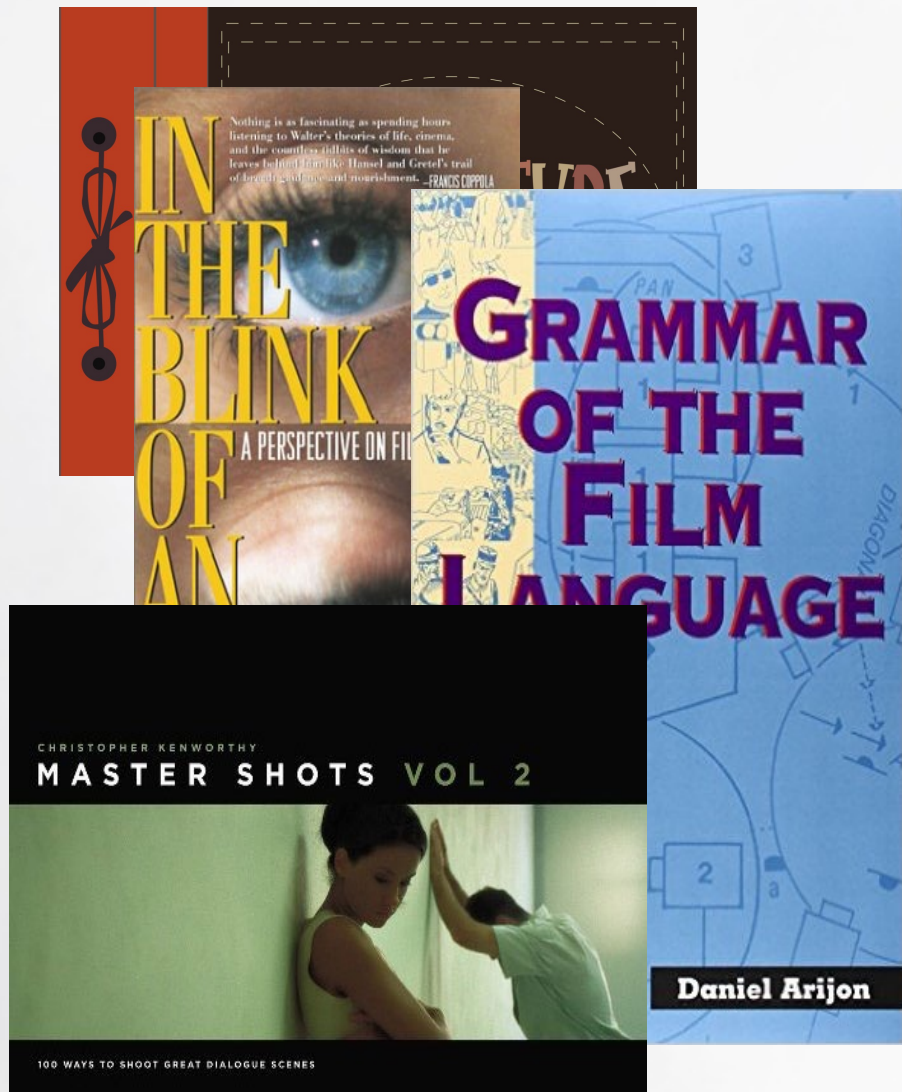
ESTABLISHING SHOT

DIALOGUE DESIGNERS / WORKFLOW

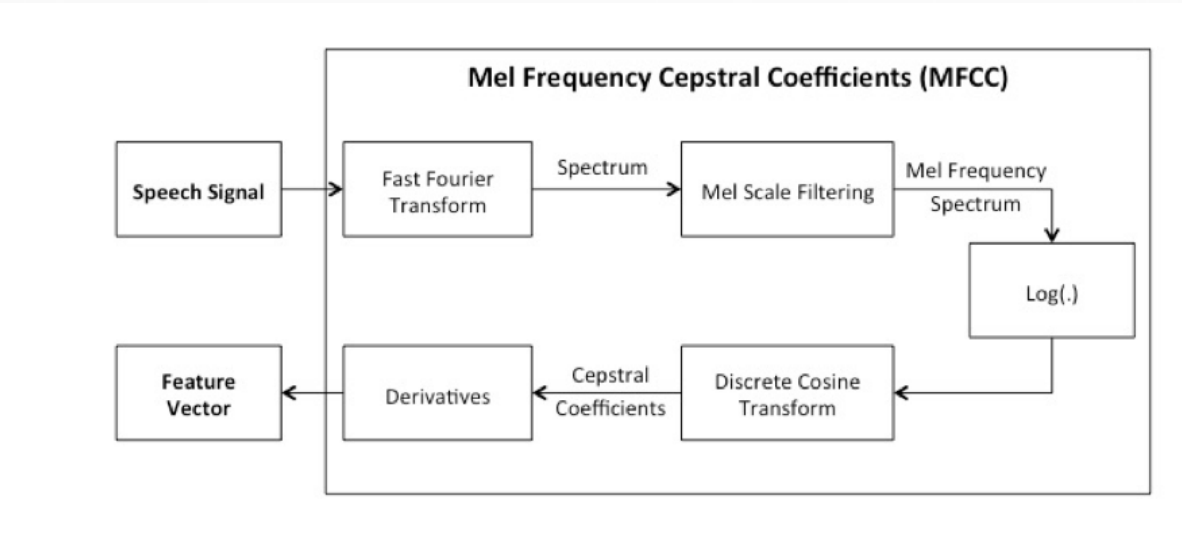
2. GENERATOR



DIALOGSET /
USER SETUP



SET OF RULES

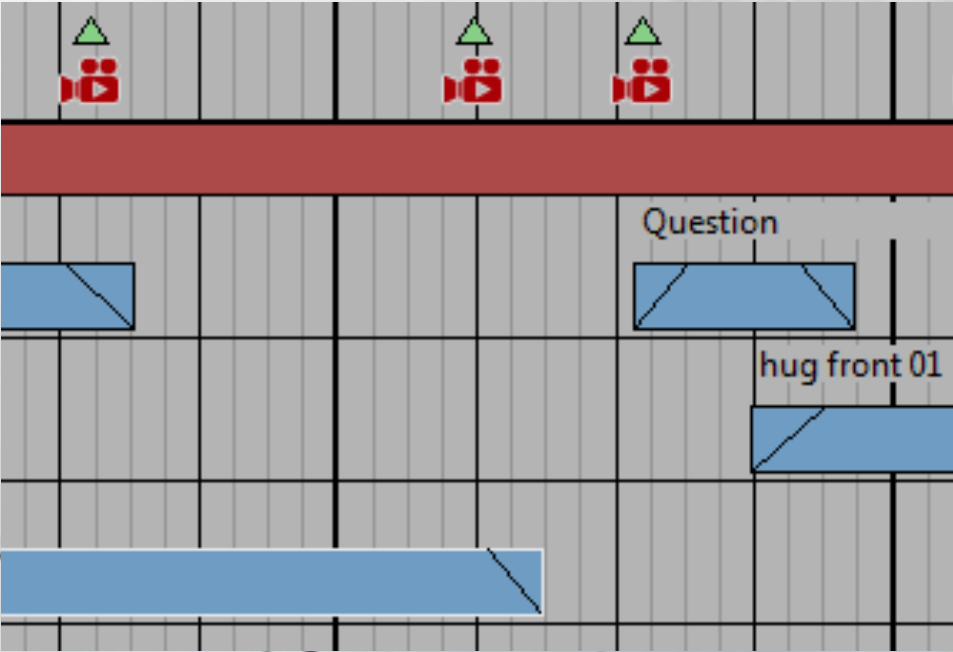
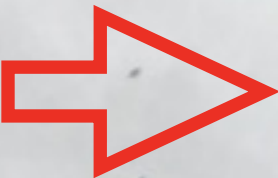


```
int getRandomNumber()
{
    return 4; // chosen by fair dice roll.
             // guaranteed to be random.
}
```

DATA PROCESING

GENERATOR

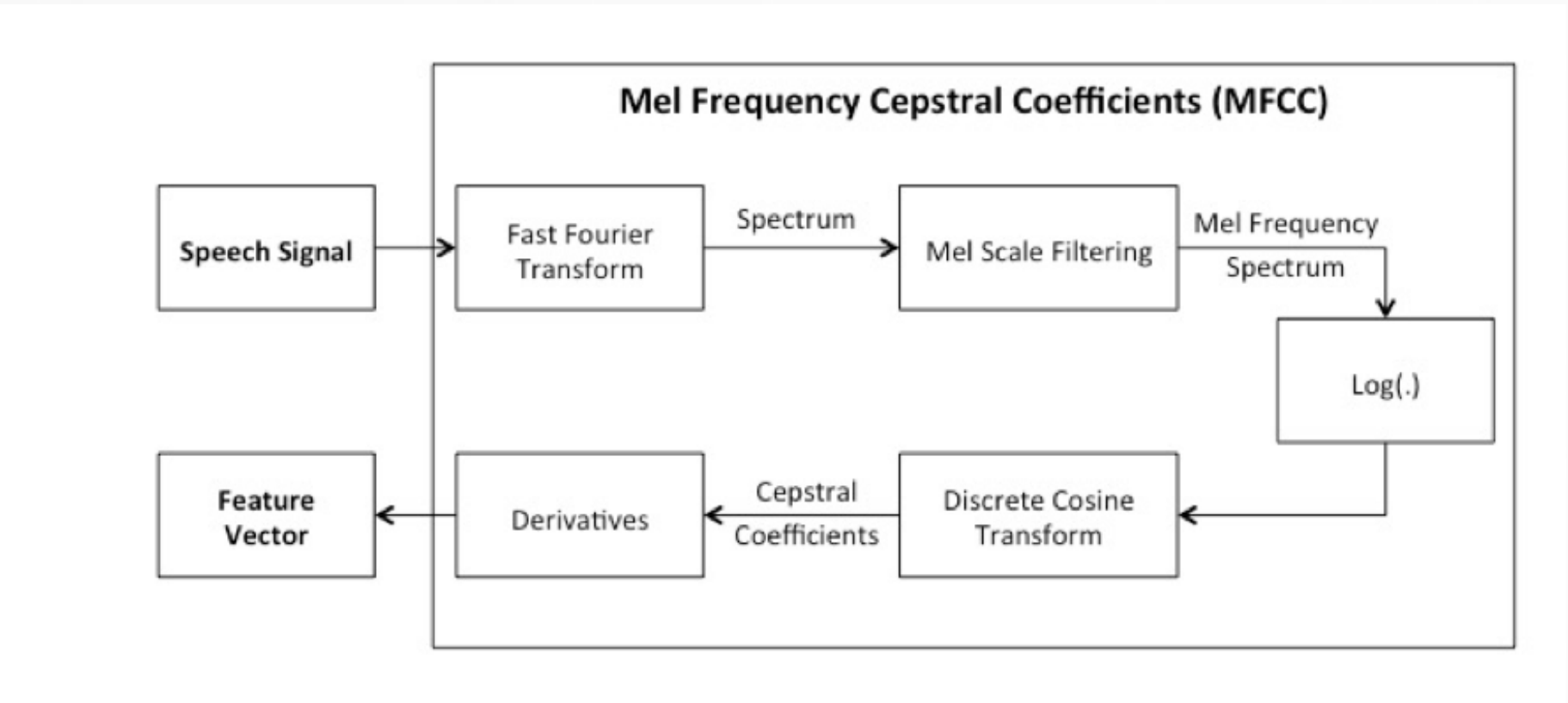
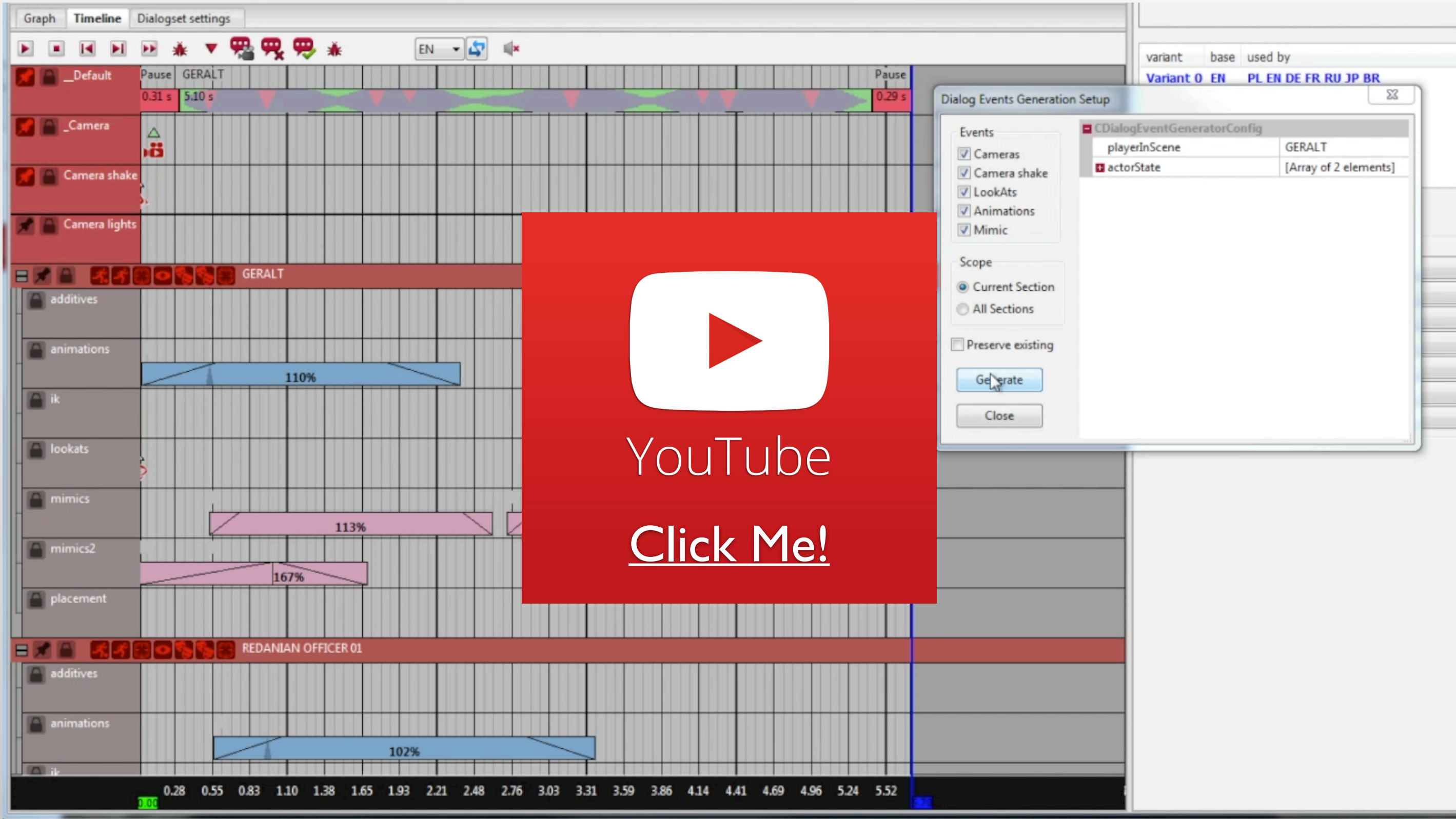
```
if ( !actor.IsYenn() || !actor.IsTriss() )
{
    DoCloseup();
}
else
{
    DoWideShot();
}
```





DIALOGUE DESIGNERS / WORKFLOW

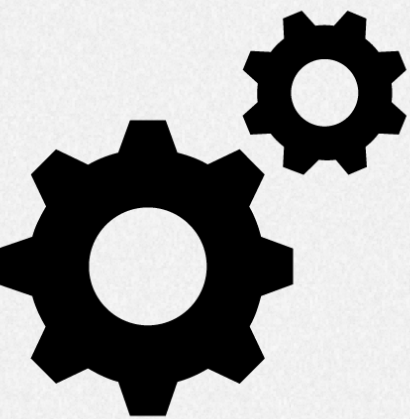
2. GENERATOR



```
int getRandomNumber()  
{  
    return 4; // chosen by fair dice roll.  
             // guaranteed to be random.  
}
```

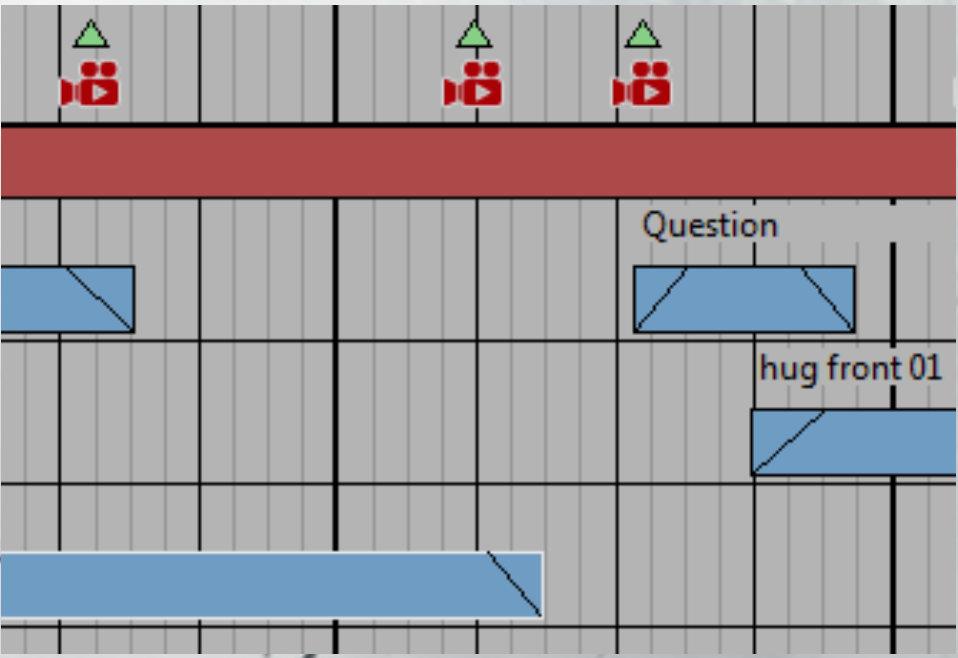
DATA PROCESING

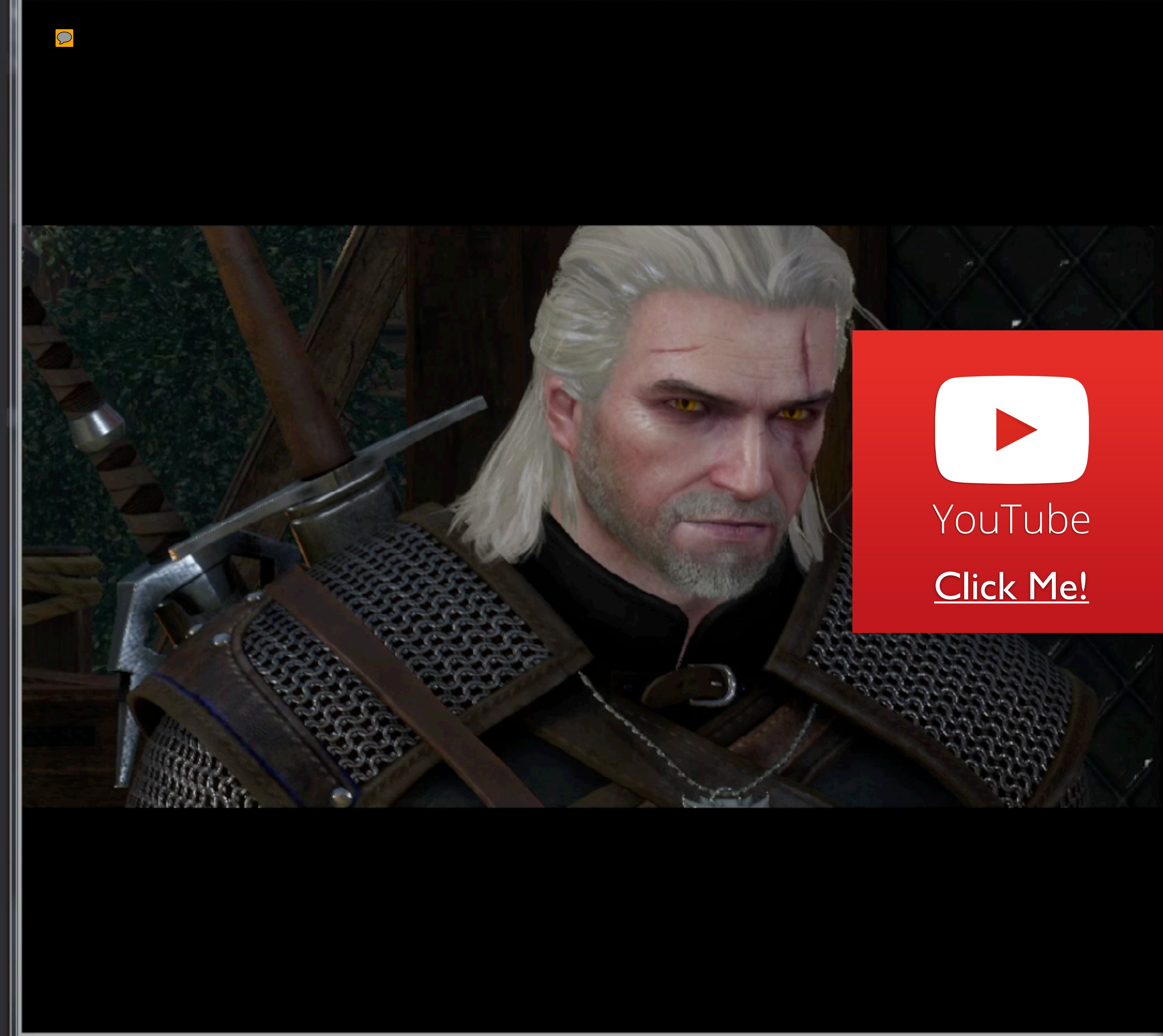




GENERATOR

```
if ( !actor.IsYenn() || !actor.IsTriss() )  
{  
    DoCloseup();  
}  
else  
{  
    DoWideShot();  
}
```





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Graph Timeline Dialogset settings Screenplay Starting Conditions Definitions Debug FCurves

EN

Timeline tracks:

- _Default: GERALD (1.95 - 3.91), IRINA RENARDE (0.96 - 4.06), IRINA RENARDE (5.73 - ...)
- _Camera: (Icons for camera events)

Dialog Events Generation Setup

Events:

- ☒ Cameras
- ☒ Camera shake
- ☒ LookAts
- ☒ Animations
- ☒ Mimic

Scope:

- ☒ Current Section
- ☐ All Sections

☐ Preserve existing

Generate

Close

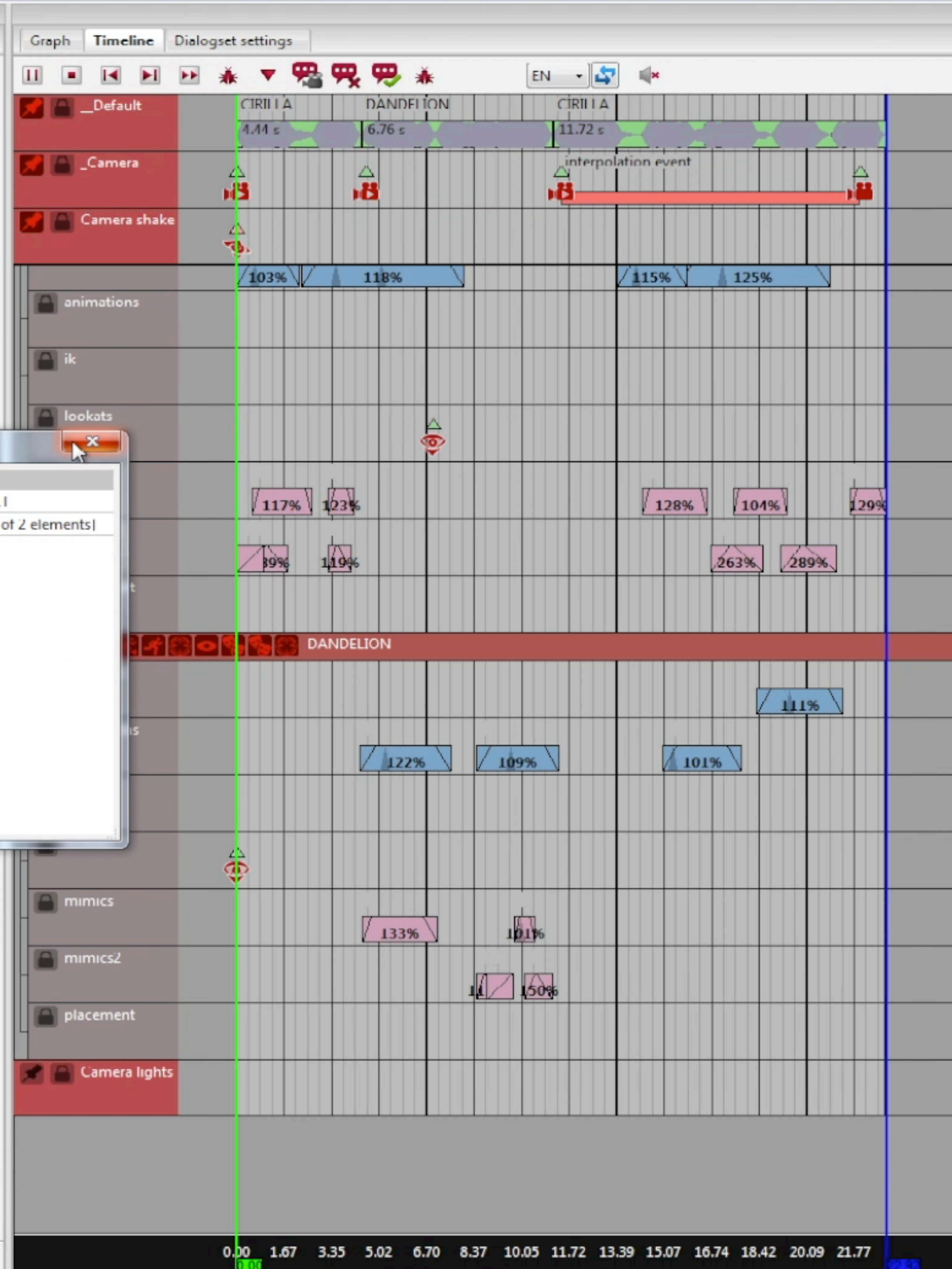
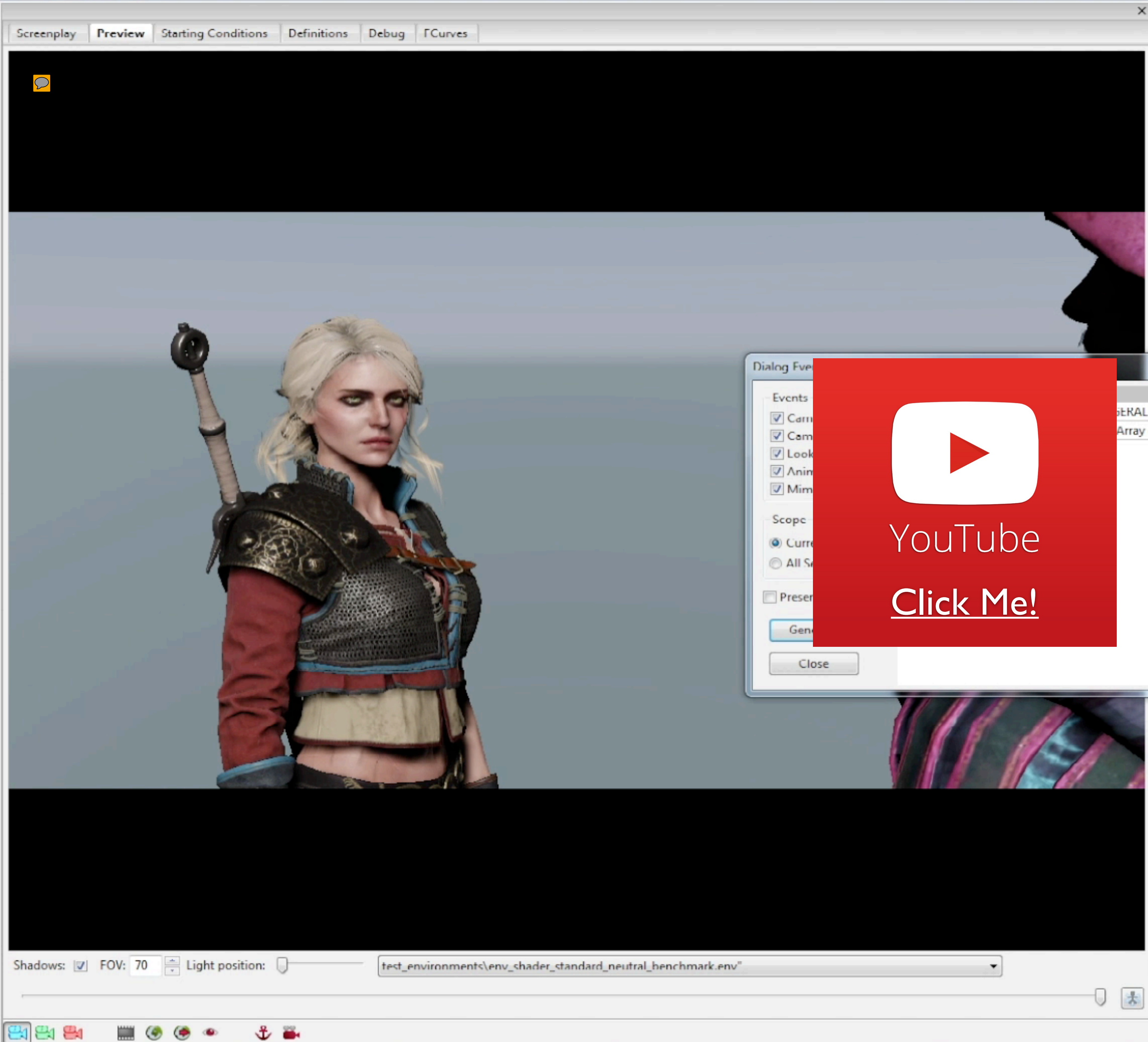
CDialogEventGeneratorConfig

playerInScene	GFRAI T
actorState	[Array of 2 elements]
0	GFRAI T; true; false; Hig
1	IRINA RENARDE; true; f

Timeline tracks (bottom):

- IRINA RENARDE: additives (103% - 104% - 138% - 136%), animations, ik

Timeline values: 0.00 1.16 2.32 3.48 4.64 5.80 6.96 8.12 9.28 10.44 11.60 12.76 13.92 15.08 16.24



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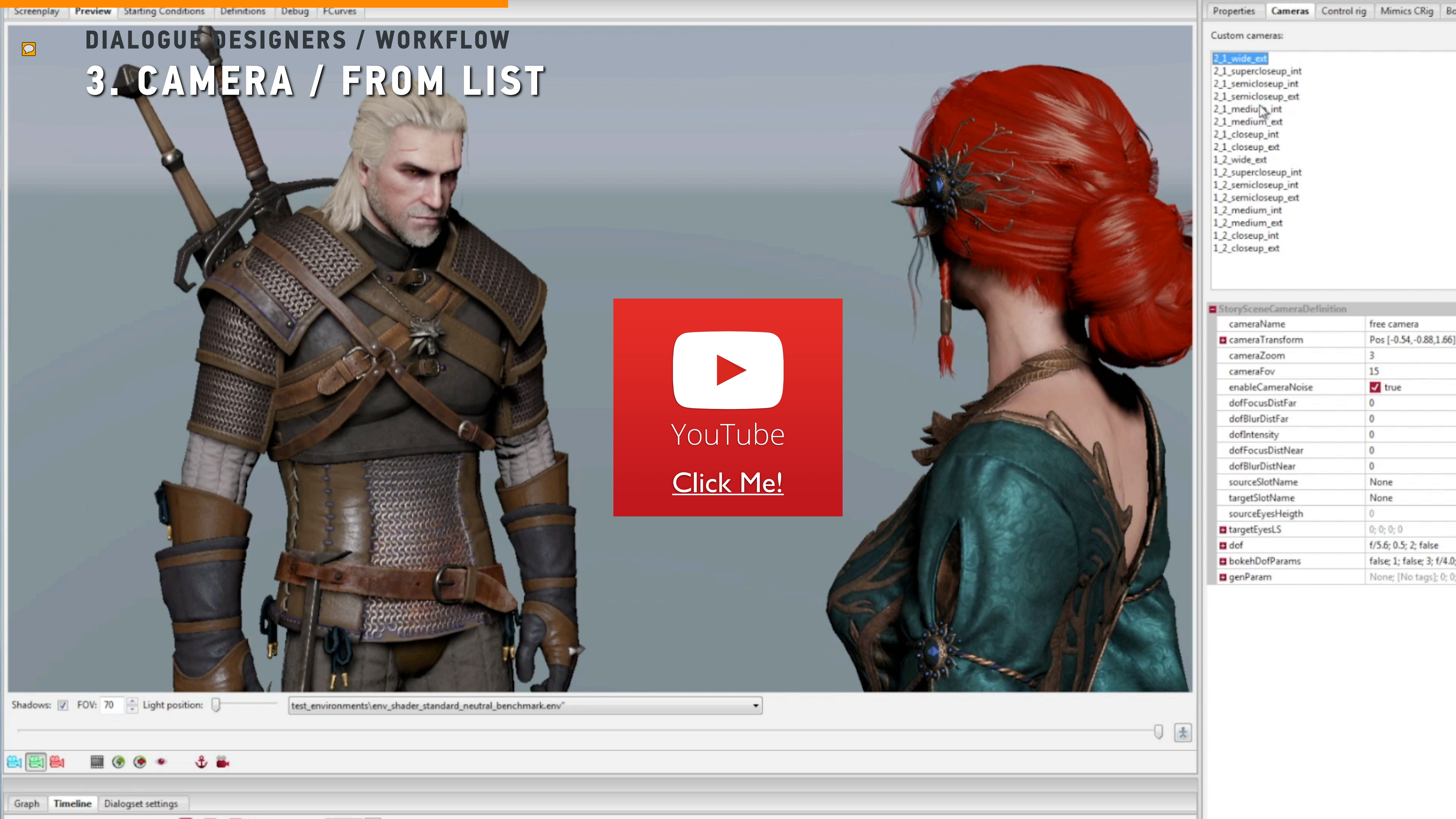
2. GENERATOR

TAKE AWAY



GENERATOR

```
if (actor.IsYenn() || actor.IsTriss())  
{  
    → DoCloseup();  
}  
else  
{  
    → DoWideShot()  
}
```

DIALOGUE DESIGNERS / WORKFLOW

3. CAMERA / FROM LIST



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Custom cameras:

2_1_wide_ext
2_1_supercloseup_int
2_1_semicloseup_int
2_1_semicloseup_ext
2_1_medium_int
2_1_medium_ext
2_1_closeup_int
2_1_closeup_ext
1_2_wide_ext
1_2_supercloseup_int
1_2_semicloseup_int
1_2_semicloseup_ext
1_2_medium_int
1_2_medium_ext
1_2_closeup_int
1_2_closeup_ext

StorySceneCameraDefinition

cameraName	free camera
<input checked="" type="checkbox"/> cameraTransform	Pos [-0.54,-0.88,1.66]
cameraZoom	3
cameraFov	15
enableCameraNoise	<input checked="" type="checkbox"/> true
dofFocusDistFar	0
dofBlurDistFar	0
dofIntensity	0
dofFocusDistNear	0
dofBlurDistNear	0
sourceSlotName	None
targetSlotName	None
sourceEyesHeigth	0
<input checked="" type="checkbox"/> targetEyesLS	0; 0; 0; 0
<input checked="" type="checkbox"/> dof	f/5.6; 0.5; 2; false
<input checked="" type="checkbox"/> bokehDofParams	false; 1; false; 3; f/4.0;
<input checked="" type="checkbox"/> genParam	None; [No tags]; 0; 0;



DIALOGUE DESIGNERS / WORKFLOW

3. CAMERA / FROM VIEW



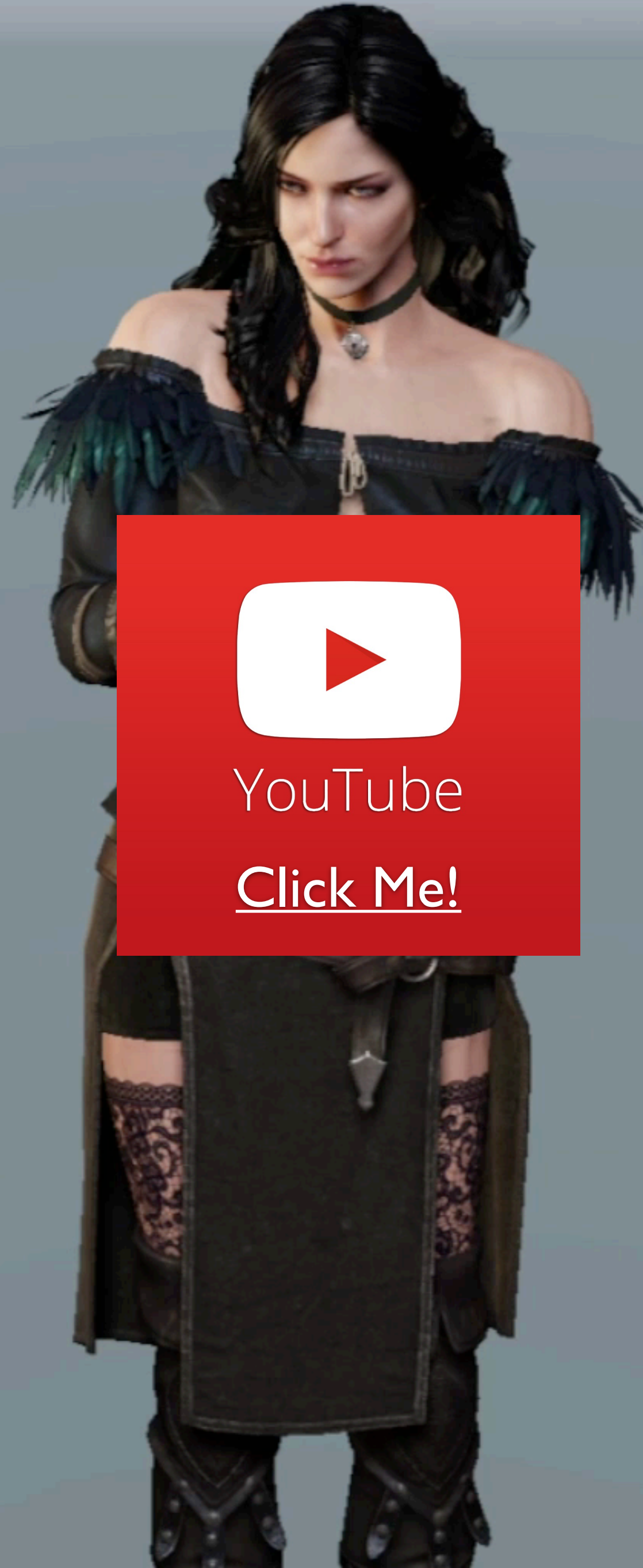
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DIALOGUE DESIGNERS / WORKFLOW

4. ACTOR IDLES



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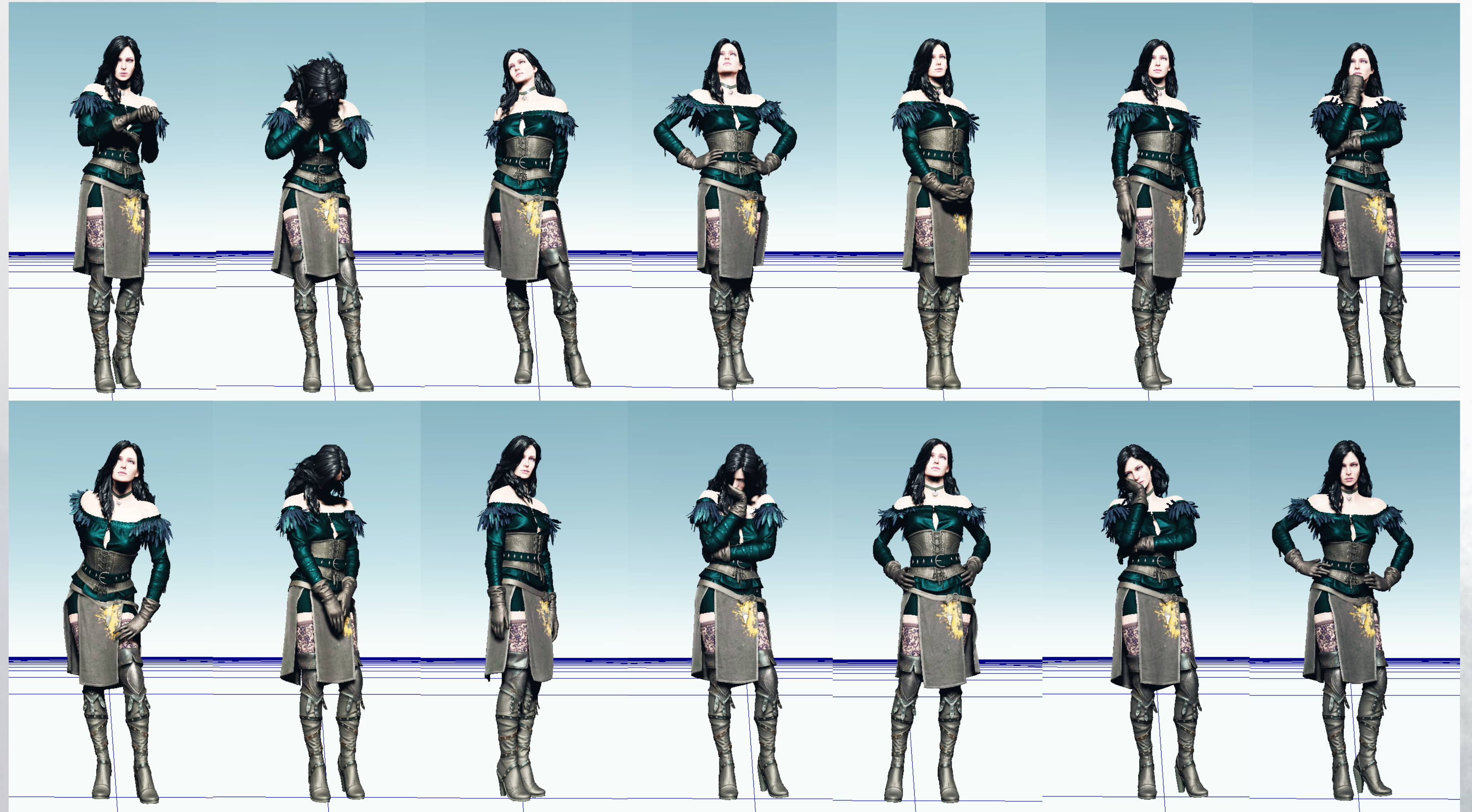
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4. ACTOR IDLES

~35 per character type:

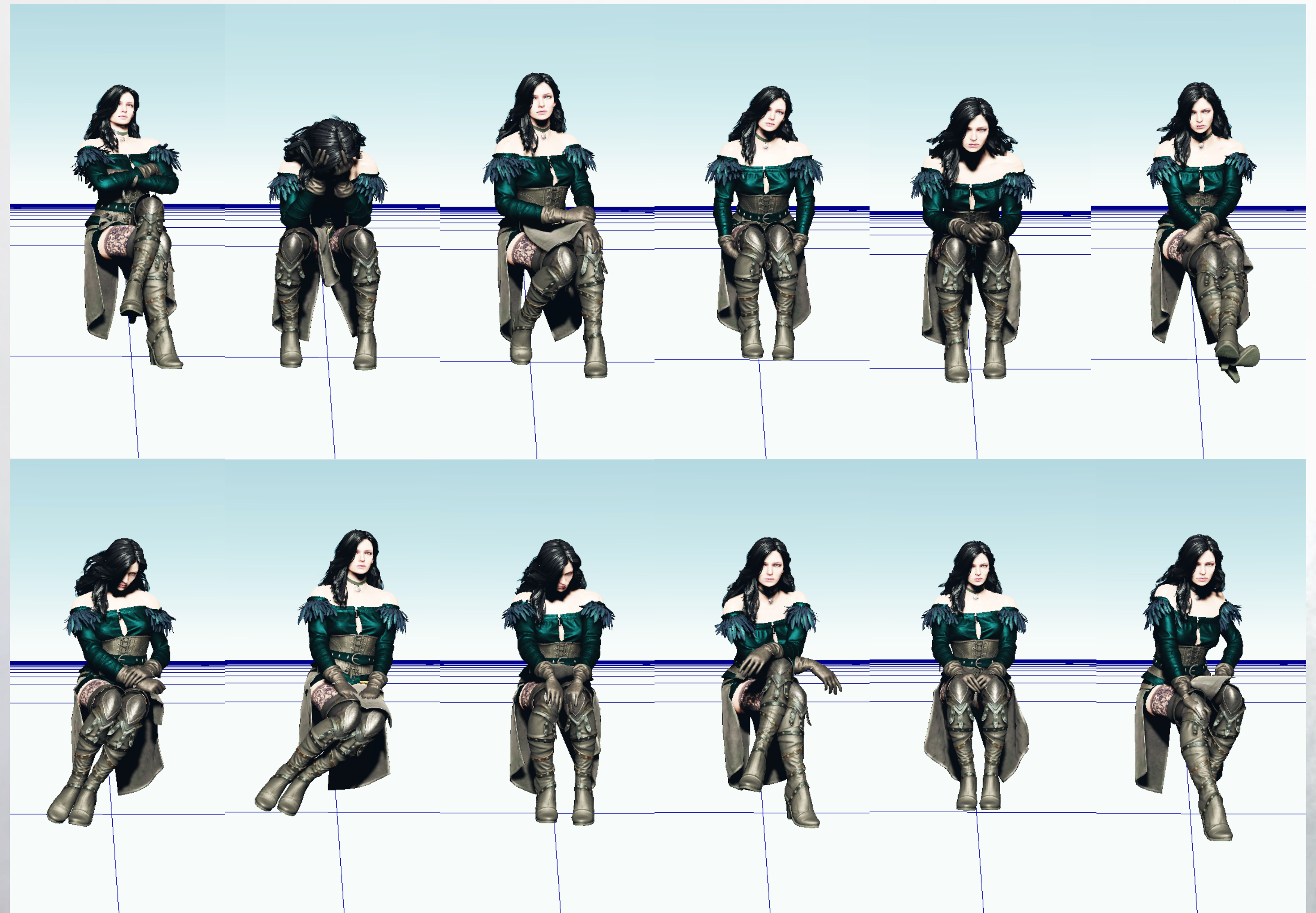
- ▶ woman
- ▶ man
- ▶ dwarf
- ▶ ...



4. ACTOR IDLES

Different styles:

- ▶ stading
- ▶ sitting
- ▶ laying
- ▶ kneeling
- ▶ ...





4. ACTOR IDLES / IDLE ANIMATIONS - TREE STRUCTURE

HIGH

LOW

AGGRESSIVE

DETERMINED

...

AGGRESSIVE

DETERMINED

...

STANDING

KNEELING

SITTING

...

STANDING

KNEELING

SITTING

...

STANDING

KNEELING

SITTING

...

STANDING

KNEELING

SITTING

...

STANDING

KNEELING

SITTING

...

STANDING

KNEELING

SITTING

...

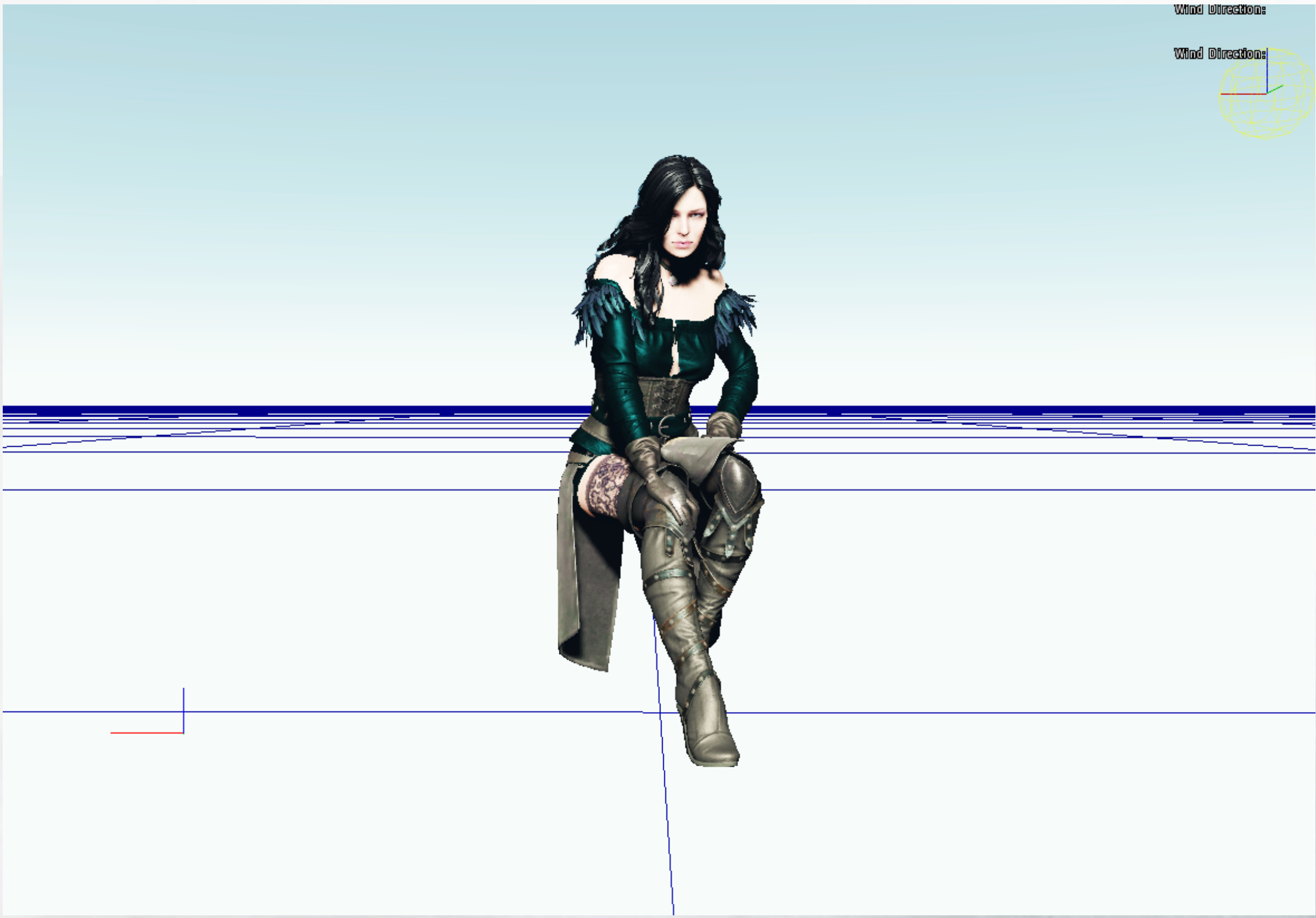


4. ACTOR IDLES / **IDLE ANIMATIONS - TREE STRUCTURE**





4. ACTOR IDLES / **IDLE ANIMATIONS - TREE STRUCTURE**



DIALOGUE DESIGNERS / WORKFLOW

4. ACTOR IDLES / TRANSITIONS

BONUS SLIDE



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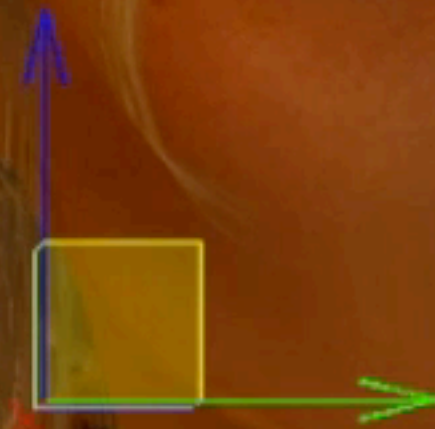
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IDLE



DIALOGUE DESIGNERS / WORKFLOW

5. LOOK AT

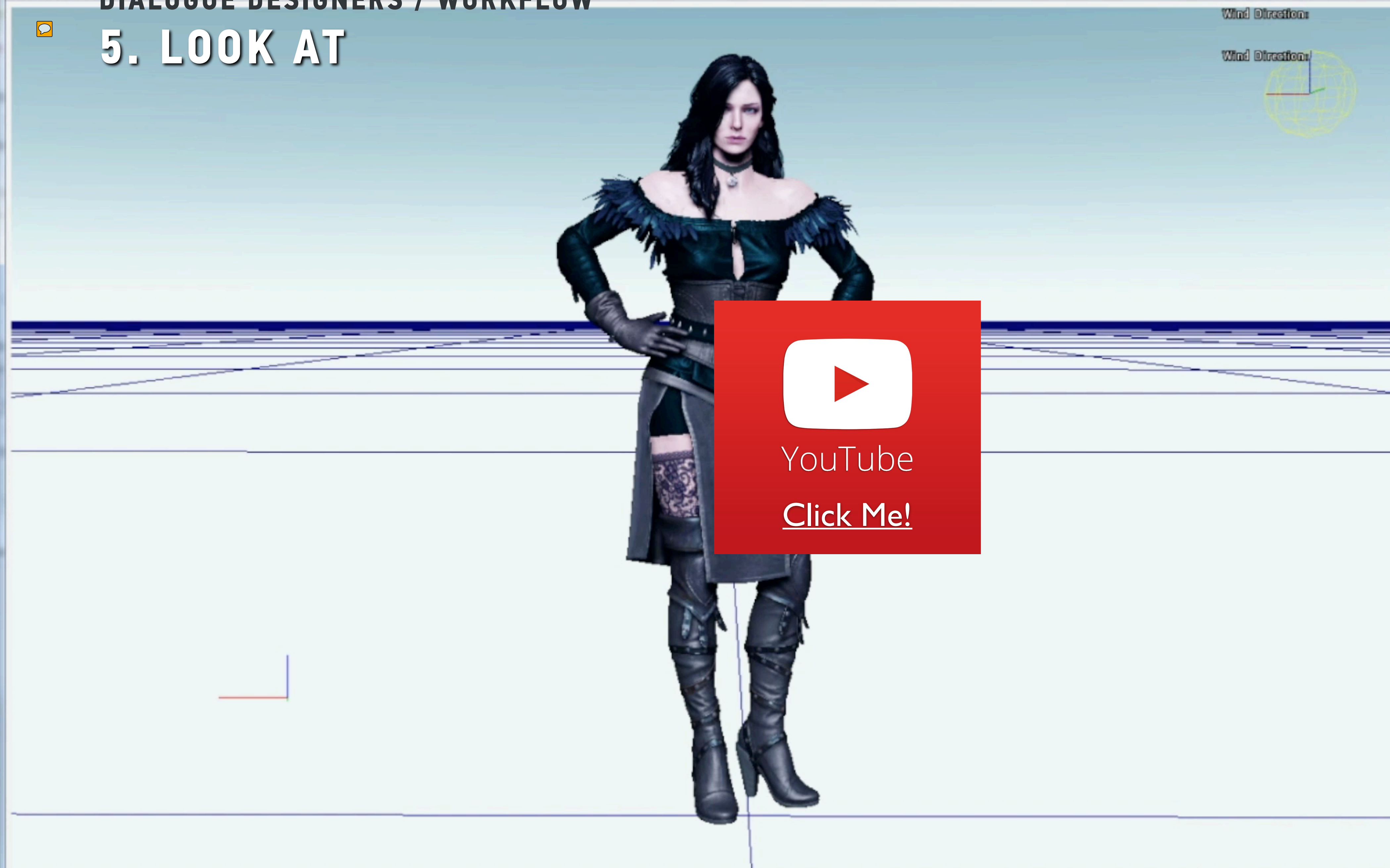


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DIALOGUE DESIGNERS / WORKFLOW

5. LOOK AT



Animation

Properties

Havok

Behavior

All animations

Entity AnimSets

AnimS

Available animations

Show durations

Show Mem

Show

Animations

animations\woman\dialog\woman_dialog

... high_kneeling_determined_body_lookat

... high_kneeling_determined_head_lookat

... high_sitting_bored_body_lookat

... high_sitting_bored_head_lookat

... high_sitting_determined_body_lookat

... high_sitting_determined_head_lookat

... high_sitting_devastated_body_lookat

... high_sitting_devastated_head_lookat

... high_sitting_leaning_determined_body

... high_sitting_leaning_determined_head

... high_sitting_proud_body_lookat

... high_sitting_proud_head_lookat

... high_standing_aggressive_body_lookat

... high_standing_aggressive_head_lookat

... high_standing_bored_body_lookat

... high_standing_bored_head_lookat

... high_standing_determined_body_look

... high_standing_determined_head_look

... high_standing_devastated_body_looka

... high_standing_devastated_head_looka

... high_standing_leaning_back_determin

... high_standing_leaning_back_determin

... high_standing_proud_body_lookat

... high_standing_proud_head_lookat

... high_standing_sad_body_lookat

... high_standing_sad_head_lookat

... low_channeling_sad_body_lookat

... low_channeling_sad_head_lookat

... low_sitting_ground_happy_body_looka

... low_sitting_ground_happy_head_looka

... low_sitting_leaning_determined_body

... low_sitting_leaning_determined_head

... low_standing_aggressive_body_lookat

... low_standing_aggressive_head_lookat

... low_standing_determined_body_looka

... low_standing_determined_head_looka

... low_standing_happy_body_lookat

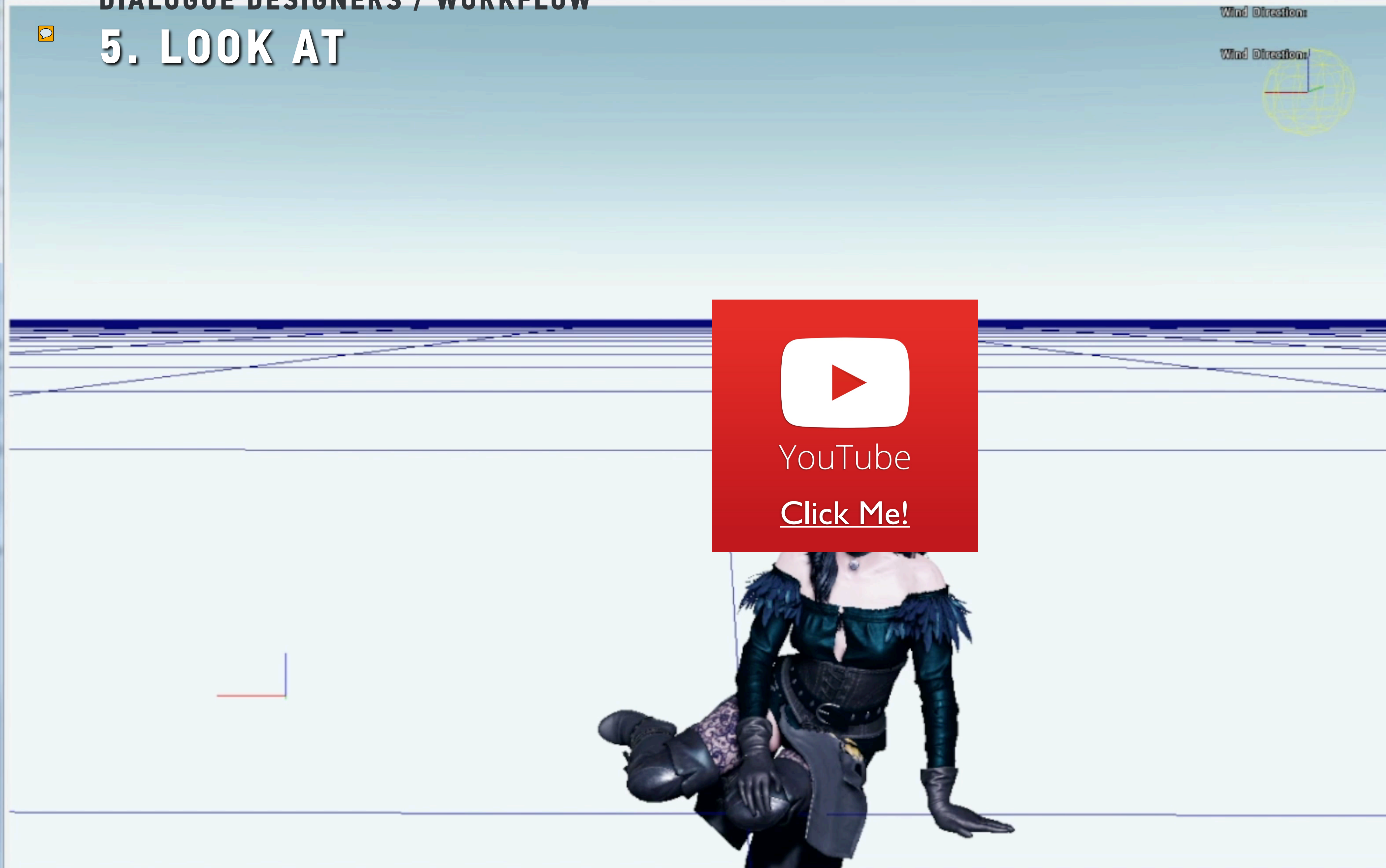
... low_standing_happy_head_lookat

... low_standing_sad_body_lookat

... low_standing_sad_head_lookat



5. LOOK AT



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Animation

Properties

Havok

Behavior

All animations

Entity AnimSets

AnimS

Available animations

☐ Show durations

☐ Show Mem

☐ Show

Animations

animations\woman\dialog\woman_dialo

... high_kneeling_determined_body_look

... high_kneeling_determined_head_look

... high_sitting_bored_body_lookat

... high_sitting_bored_head_lookat

... high_sitting_determined_body_lookat

... high_sitting_determined_head_lookat

... high_sitting_devastated_body_lookat

... high_sitting_devastated_head_lookat

... high_sitting_leaning_determined_bod

... high_sitting_leaning_determined_head

... high_sitting_proud_body_lookat

... high_sitting_proud_head_lookat

... high_standing_aggressive_body_looka

... high_standing_aggressive_head_looka

... high_standing_bored_body_lookat

... high_standing_bored_head_lookat

... high_standing_determined_body_look

... high_standing_determined_head_look

... high_standing_devastated_body_look

... high_standing_devastated_head_look

... high_standing_leaning_back_determin

... high_standing_leaning_back_determin

... high_standing_proud_body_lookat

... high_standing_proud_head_lookat

... high_standing_sad_body_lookat

... high_standing_sad_head_lookat

... low_channeling_sad_body_lookat

... low_channeling_sad_head_lookat

low_sitting_ground_happy_body_look

... low_sitting_ground_happy_head_look

... low_sitting_leaning_determined_body

... low_sitting_leaning_determined_head

... low_standing_aggressive_body_lookat

... low_standing_aggressive_head_lookat

... low_standing_determined_body_looka

... low_standing_determined_head_looka

... low_standing_happy_body_lookat

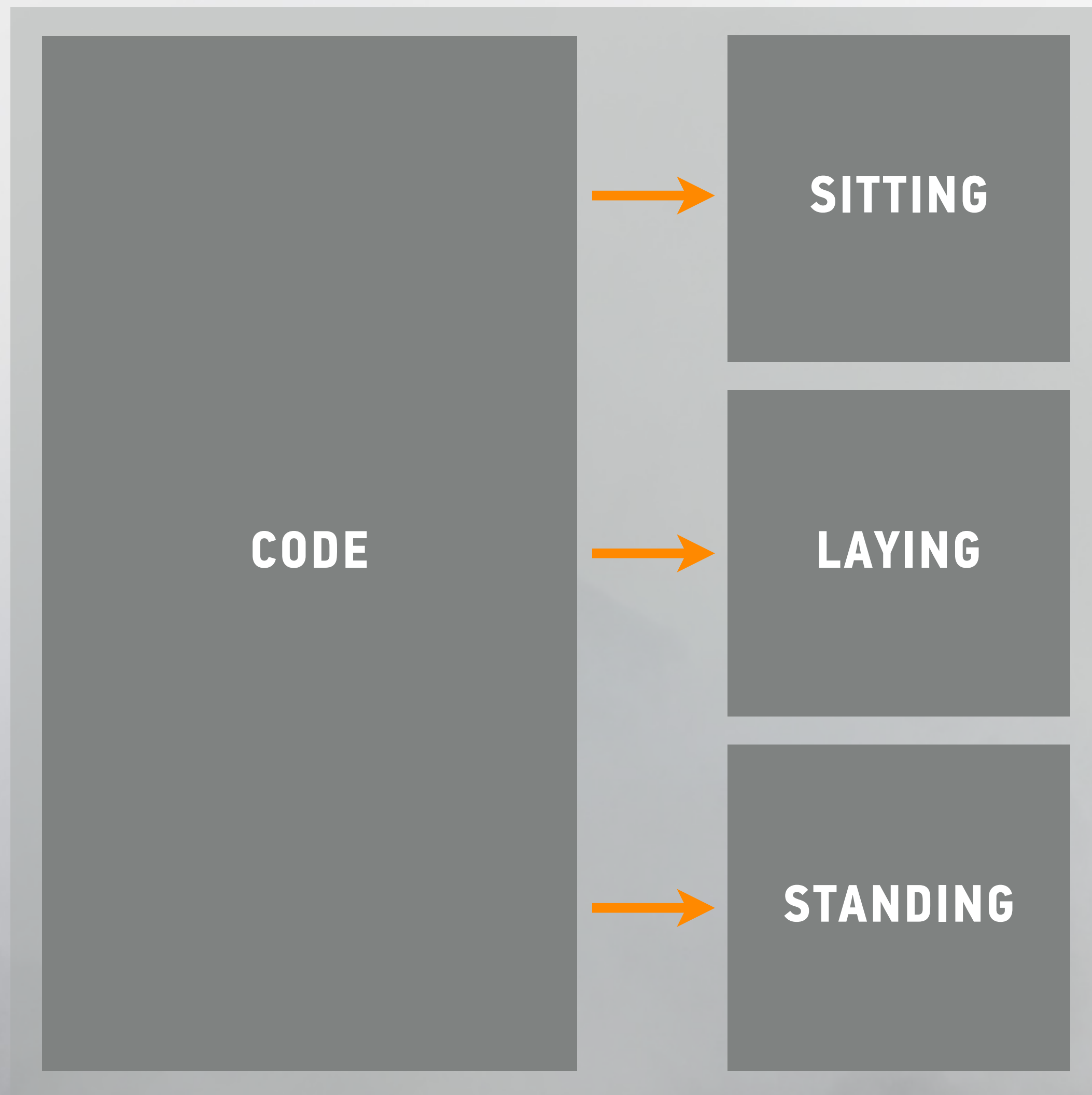
... low_standing_happy_head_lookat

... low_standing_sad_body_lookat

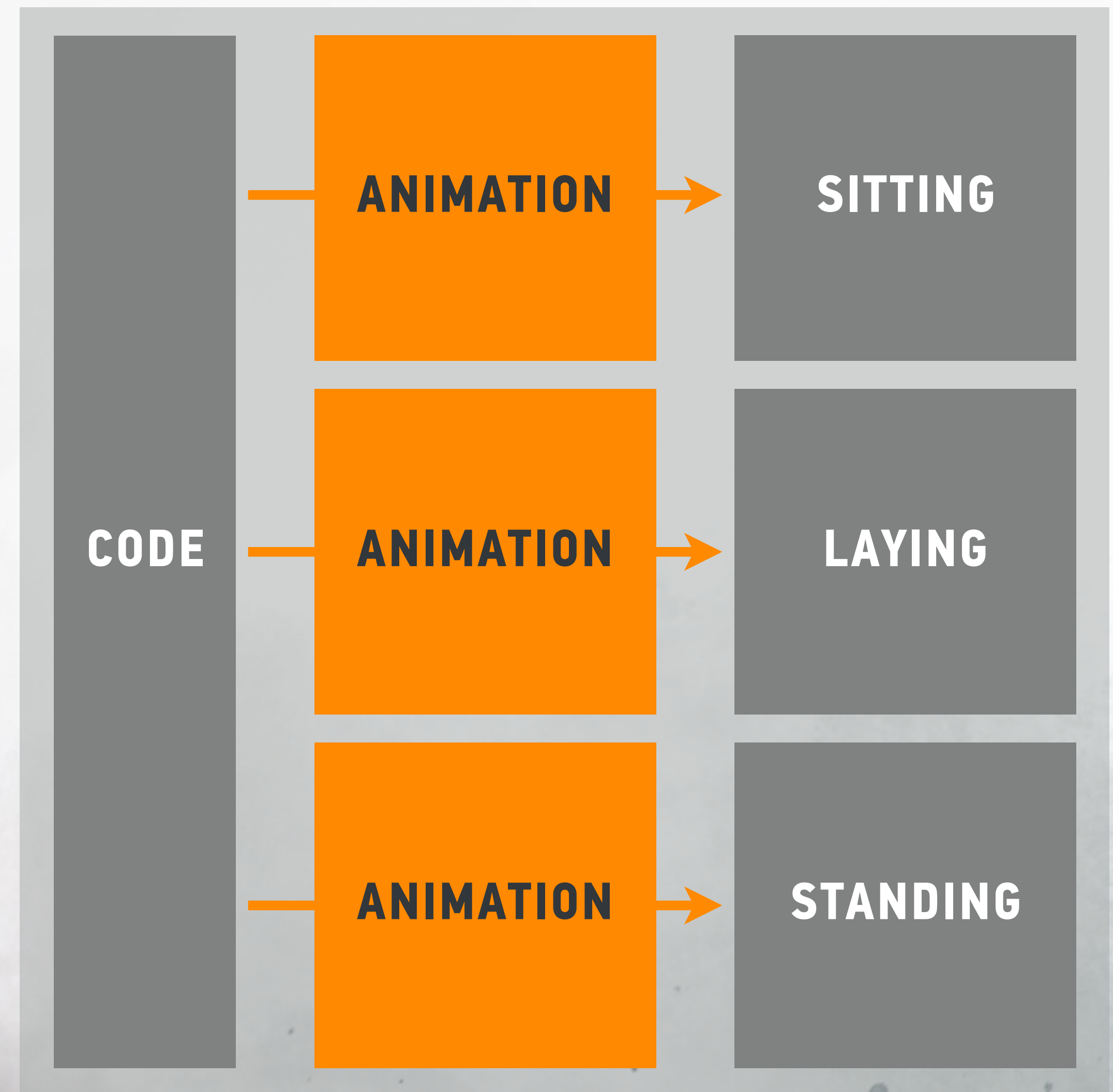
... low_standing_sad_head_lookat



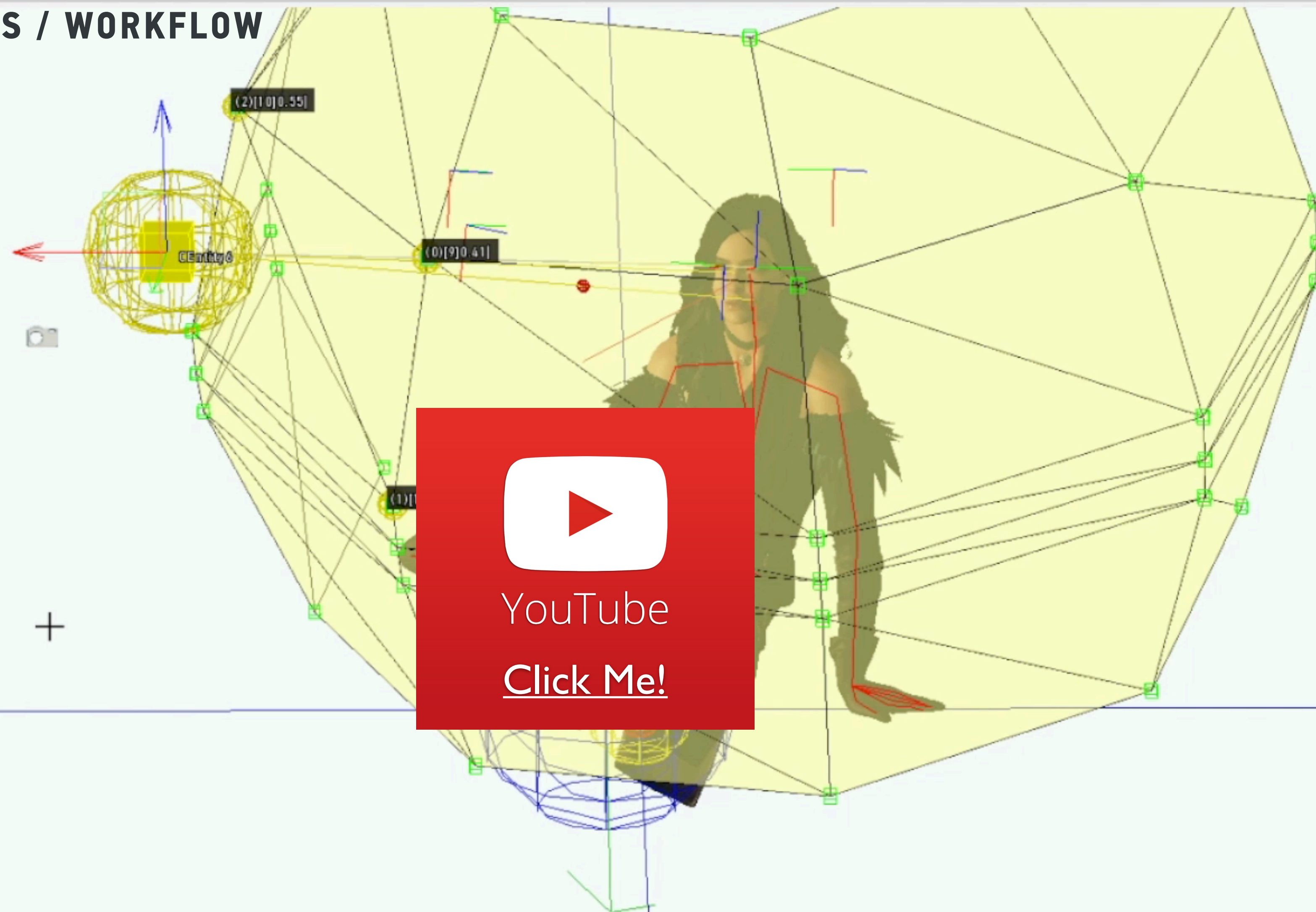
5. LOOK AT



ÜBER CODE LOOKAT



ANIM LOOKAT

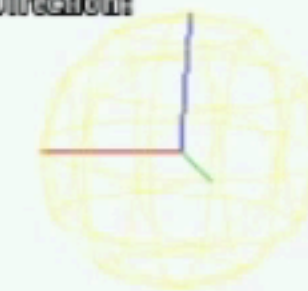


YouTube

Click Me!

Wind Direction:

Wind Direction:





DIALOGUE DESIGNERS / WORKFLOW

5. LOOK AT

3 LEVELS:

- ▶ full body
- ▶ head
- ▶ *eyes*



IDLE



FULL BODY

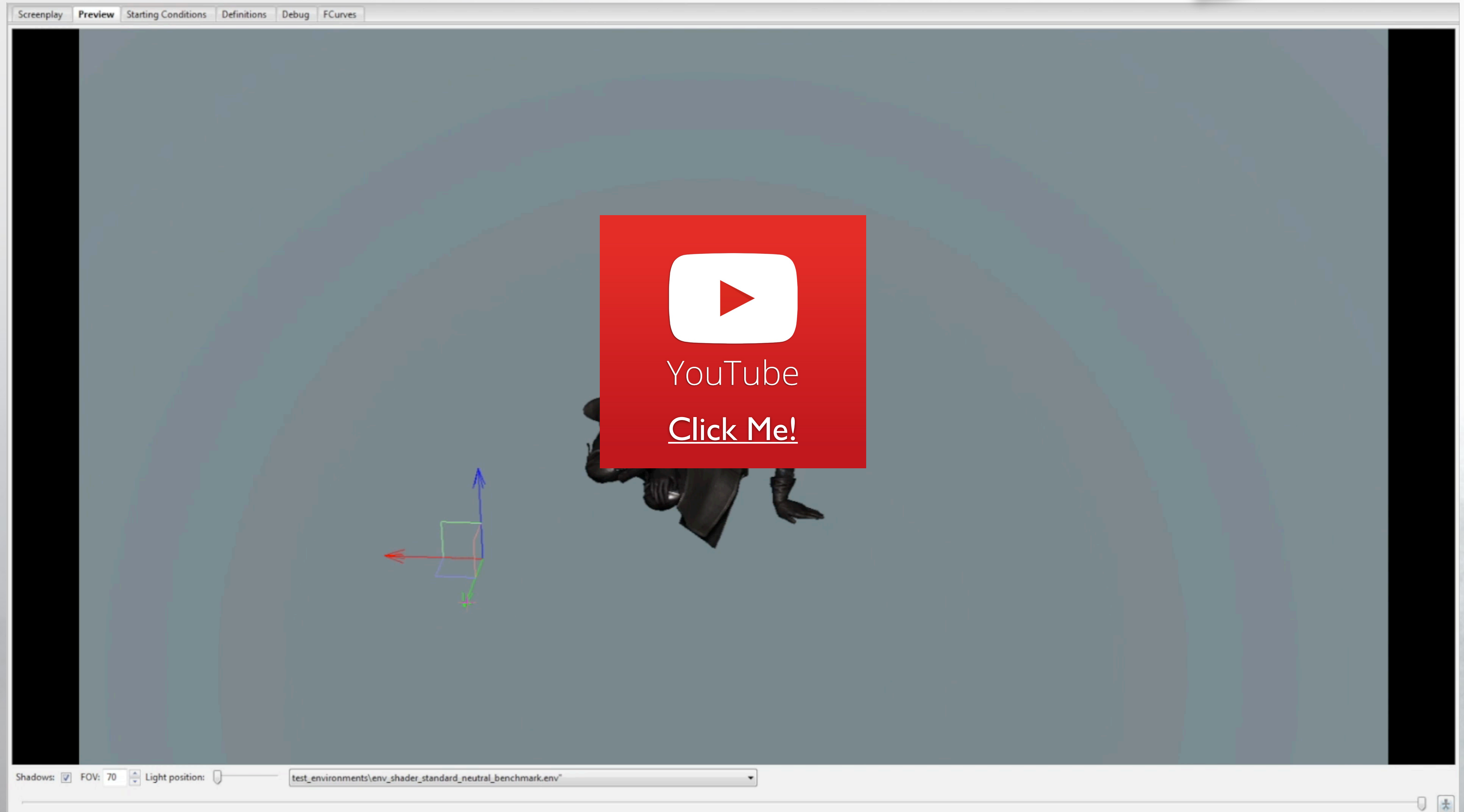


HEAD



5. LOOK AT

TAKE AWAY





6. ANIMATIONS

2400 dedicated dialog animations...



YouTube

[Click Me!](#)



6. ANIMATIONS

2400 dedicated dialog animations is not enough when you have a lot of characters types in dialogs.

$2400 / \text{num_char_type} / \text{num_idle} / (...) = \text{not that many}$

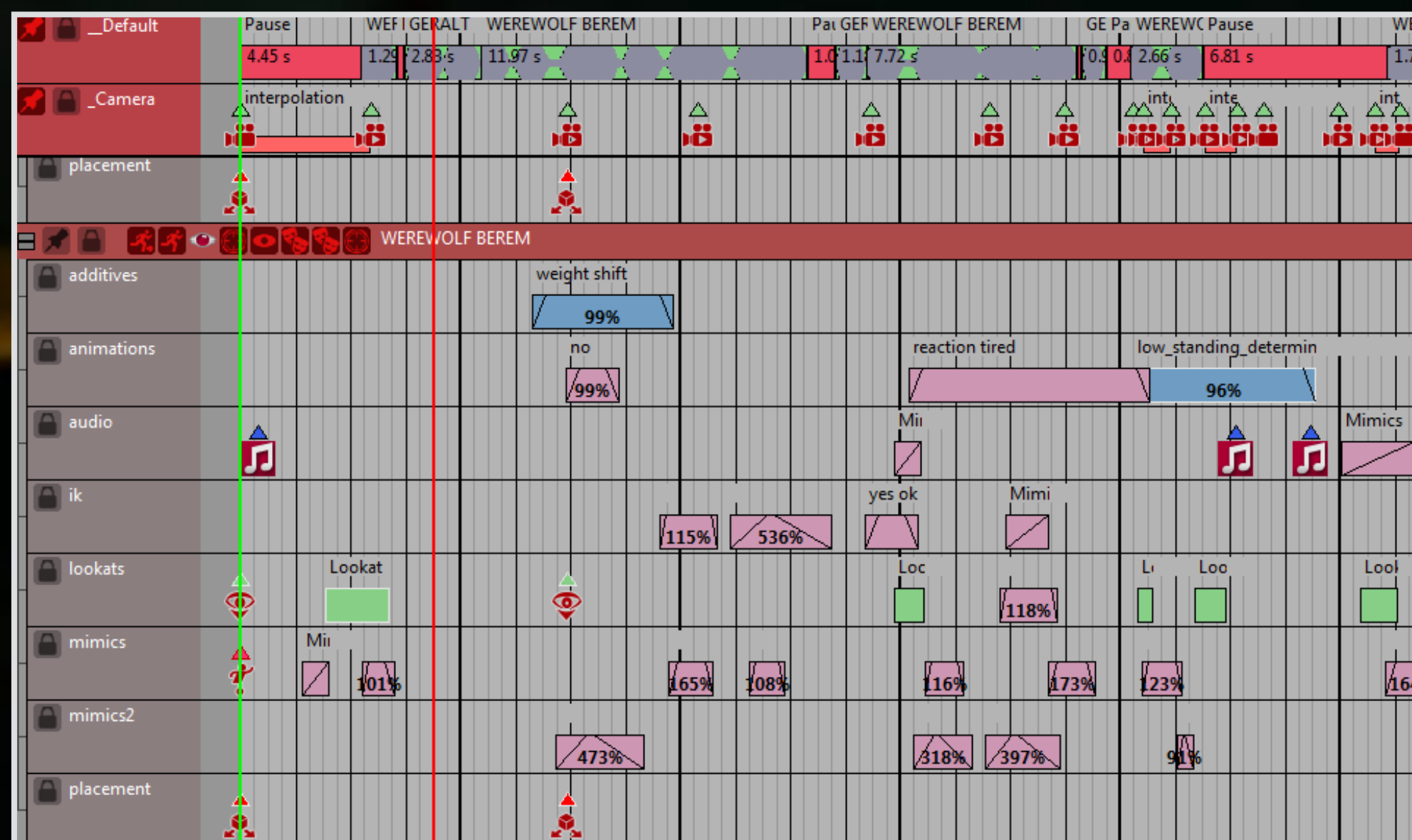




DIALOGUE DESIGNERS / WORKFLOW

6. ANIMATIONS

Plus monsters dialogue animations –
you know, some monsters are very talkative.



Hrrr why so silent, Rramund... you thief hrr... you rrrrrogue hrrr... you hrr hrrr whoreson... hrr worthless bastard! Hrrr...



6. ANIMATIONS

REUSING ANIMATIONS

- ▶ Convert to additive
- ▶ Overrides
- ▶ Masks
- ▶ Weights
- ▶ Curves



http://www.huffingtonpost.com/2015/05/15/disney-recycle-animation-scenes_n_7291204.html



6. ANIMATIONS

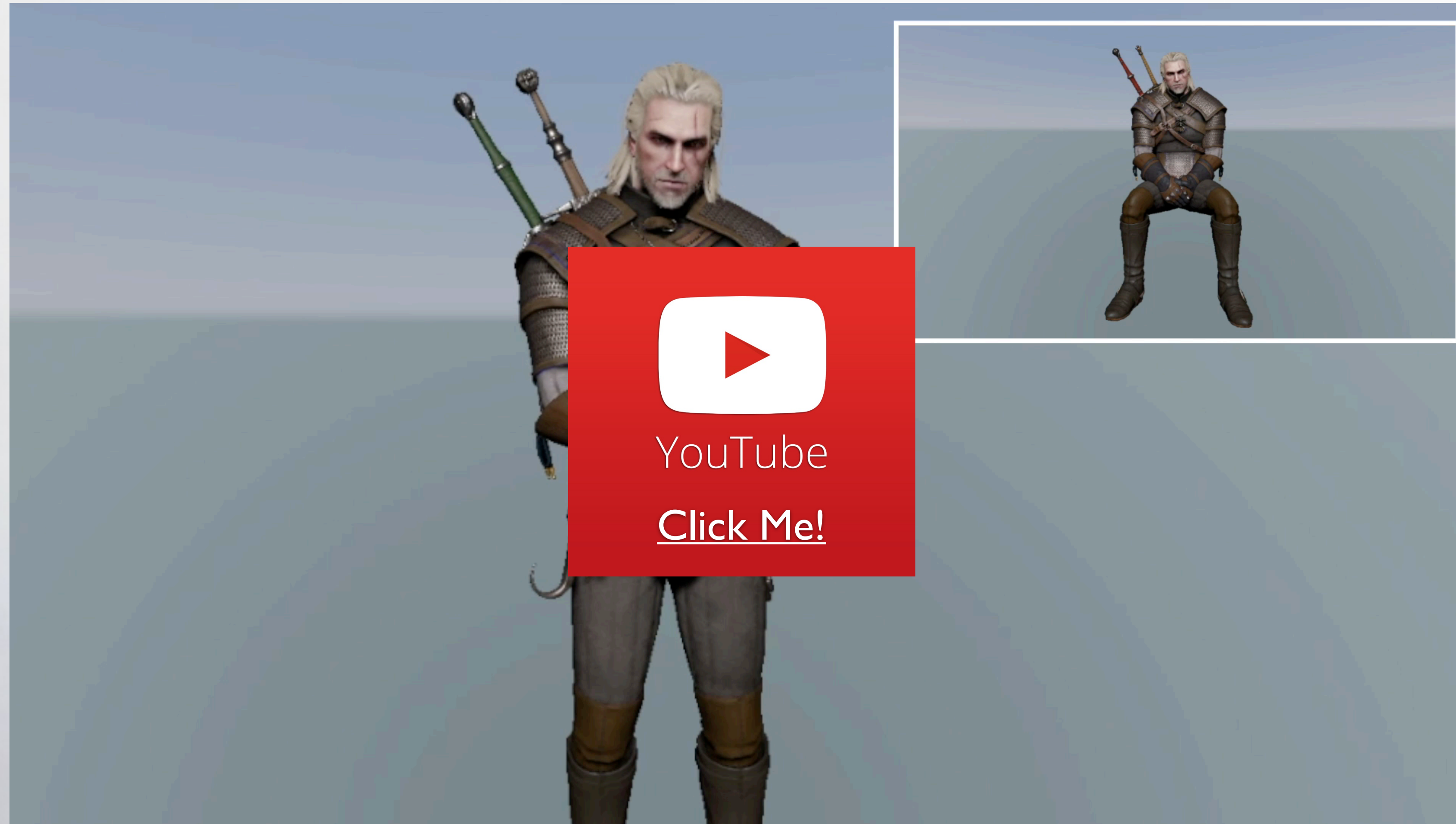
REUSING ANIMATIONS

Gesture:

'high_**standing**_bored_explain_02'

for idle:

'high_**sitting**_bored'





YouTube
Click Me!

Shadows: ☒ FOV: 70 Light position: env_novigrad\sq302\env_skellige_sq302_02.env



Graph Timeline Dialogset settings



CStorySceneEvent	
eventName	explain 02
startPosition	0.0445542
isMuted	<input checked="" type="checkbox"/> false
contextID	0
debugString	
CStorySceneEventDuration	
duration	3.06667
CStorySceneEventAnimClip	
actor	GERALT
blendIn	0.5
blendOut	0.5
clipFront	0
clipEnd	3.06667
stretch	1
allowLookatsLevel	LL_Body
weight	1
forceAnimationTimeFlag	<input checked="" type="checkbox"/> false
forceAnimationTime	0
voiceWeightCurve	false; [Empty Array]; CVT_Float; CT_Segmented; false; 0; 1; 0; 1
allowPoseCorrection	<input checked="" type="checkbox"/> true
CStorySceneEventAnimation	
animationName	high_standing_bored_gesture_explaining_02
useMotionExtraction	<input checked="" type="checkbox"/> false
useFakeMotion	<input checked="" type="checkbox"/> true
gatherSyncTokens	<input checked="" type="checkbox"/> false
muteSoundEvents	<input checked="" type="checkbox"/> false
disableLookAt	<input checked="" type="checkbox"/> false
disableLookAtSpeed	1
useLowerBodyPartsForLookAt	<input checked="" type="checkbox"/> true
bonesGroupName	
bones	[Empty Array]
bonesIdx	[Empty Array]
bonesWeight	[Empty Array]
status	High
emotionalState	Bored
poseName	Standing
typeName	Gesture
friendlyName	explain 02
animationType	AAST_Normal
addConvertToAdditive	AAST_Normal
addAdditiveType	AAST_Override
recacheWeightCurve	AAST_Additive
useWeightCurve	<input checked="" type="checkbox"/> false
weightCurve	[Array of 4 elements]; CVT_Float; CT_Segmented; false
weightCurveChanged	<input checked="" type="checkbox"/> false

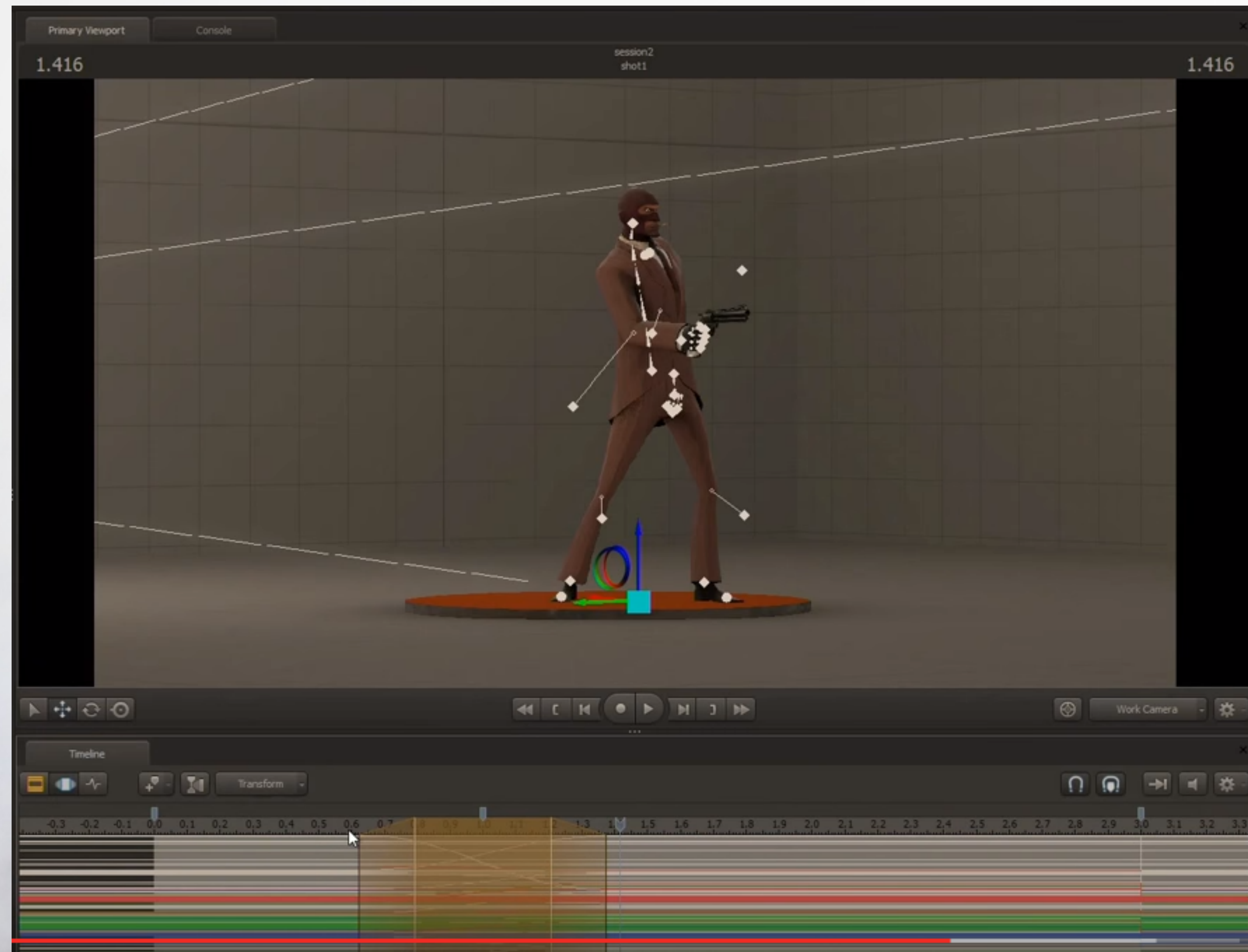


6. ANIMATIONS

Body and facial control rigs



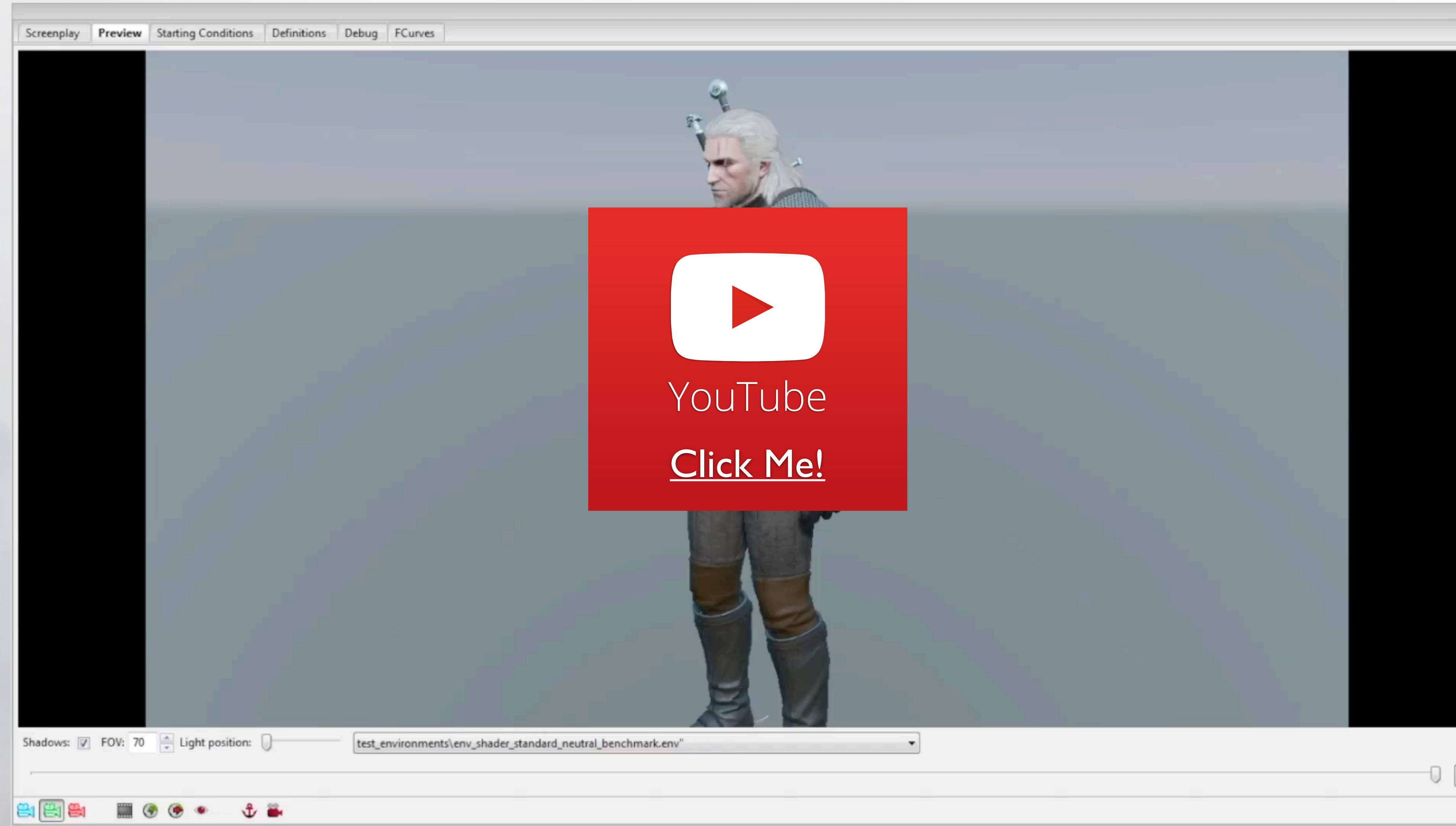
www.sourcefilmmaker.com





6. ANIMATIONS

Body and facial control rigs

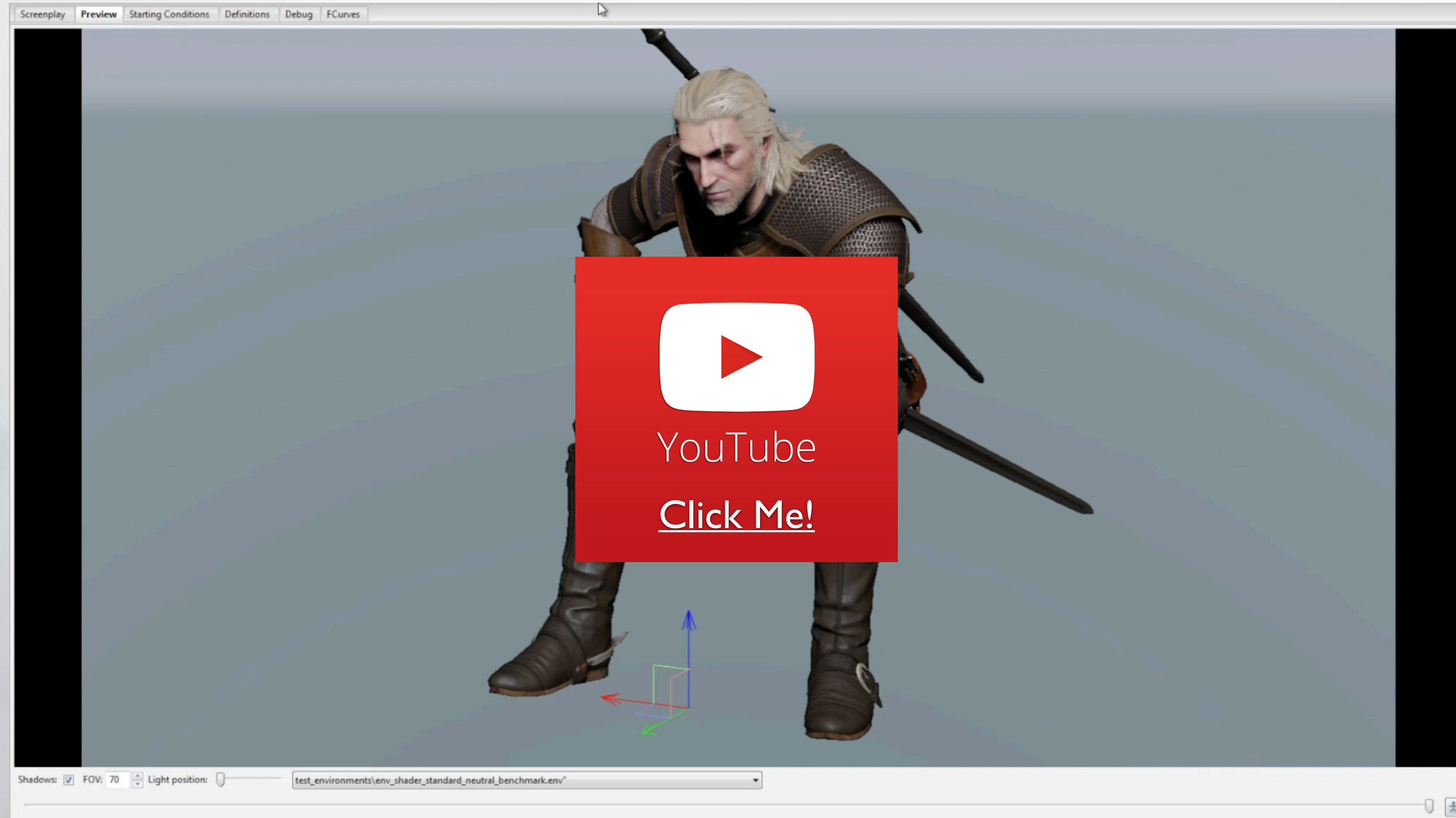




6. ANIMATIONS

Body and facial control rigs

- ▶ Custom poses
- ▶ Corrections for gestures
- ▶ Corrections for idles



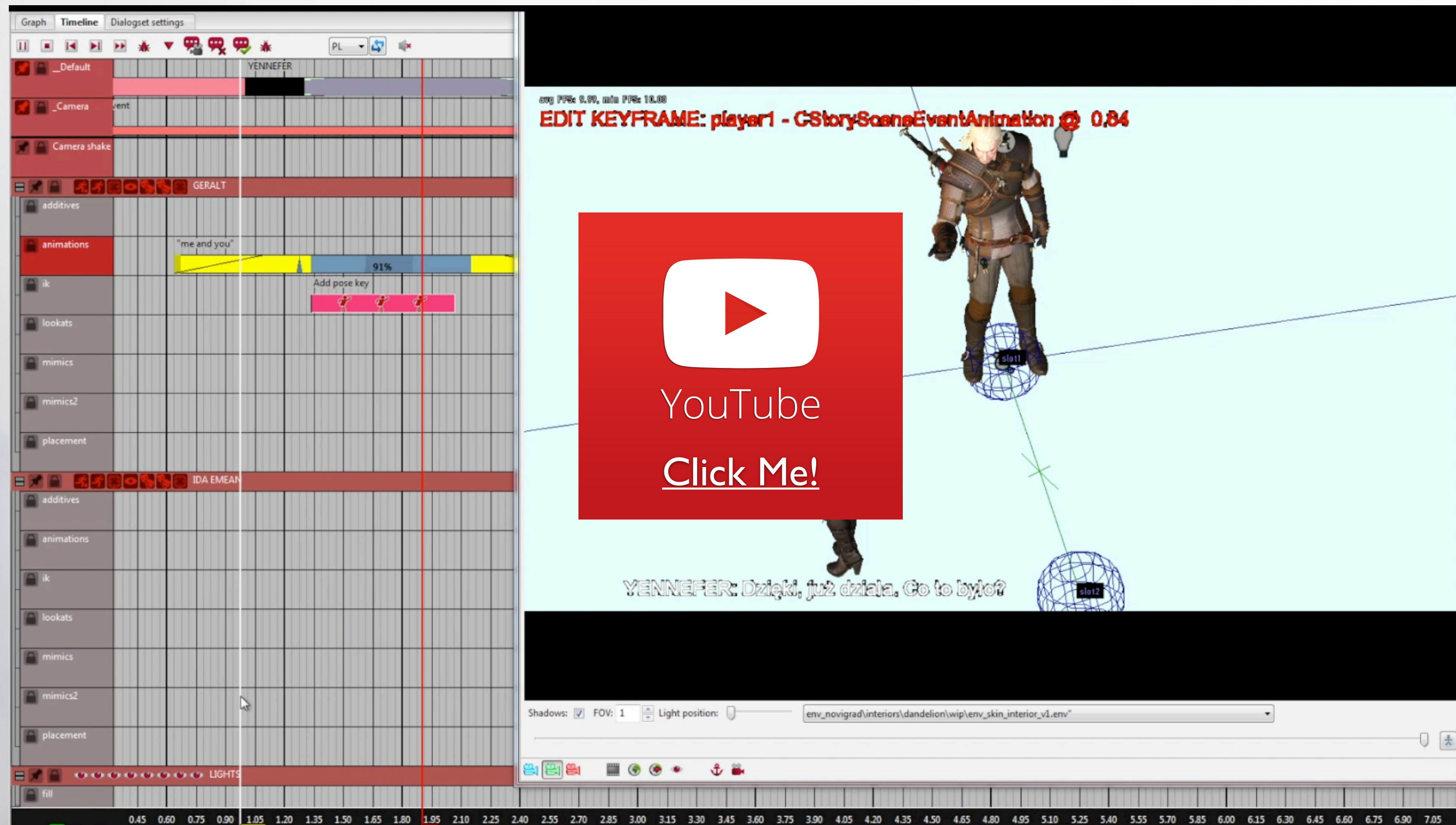


DIALOGUE DESIGNERS / WORKFLOW

6. ANIMATIONS

Body and facial control rigs

- ▶ Custom poses
- ▶ Corrections for gestures
- ▶ Corrections for idles



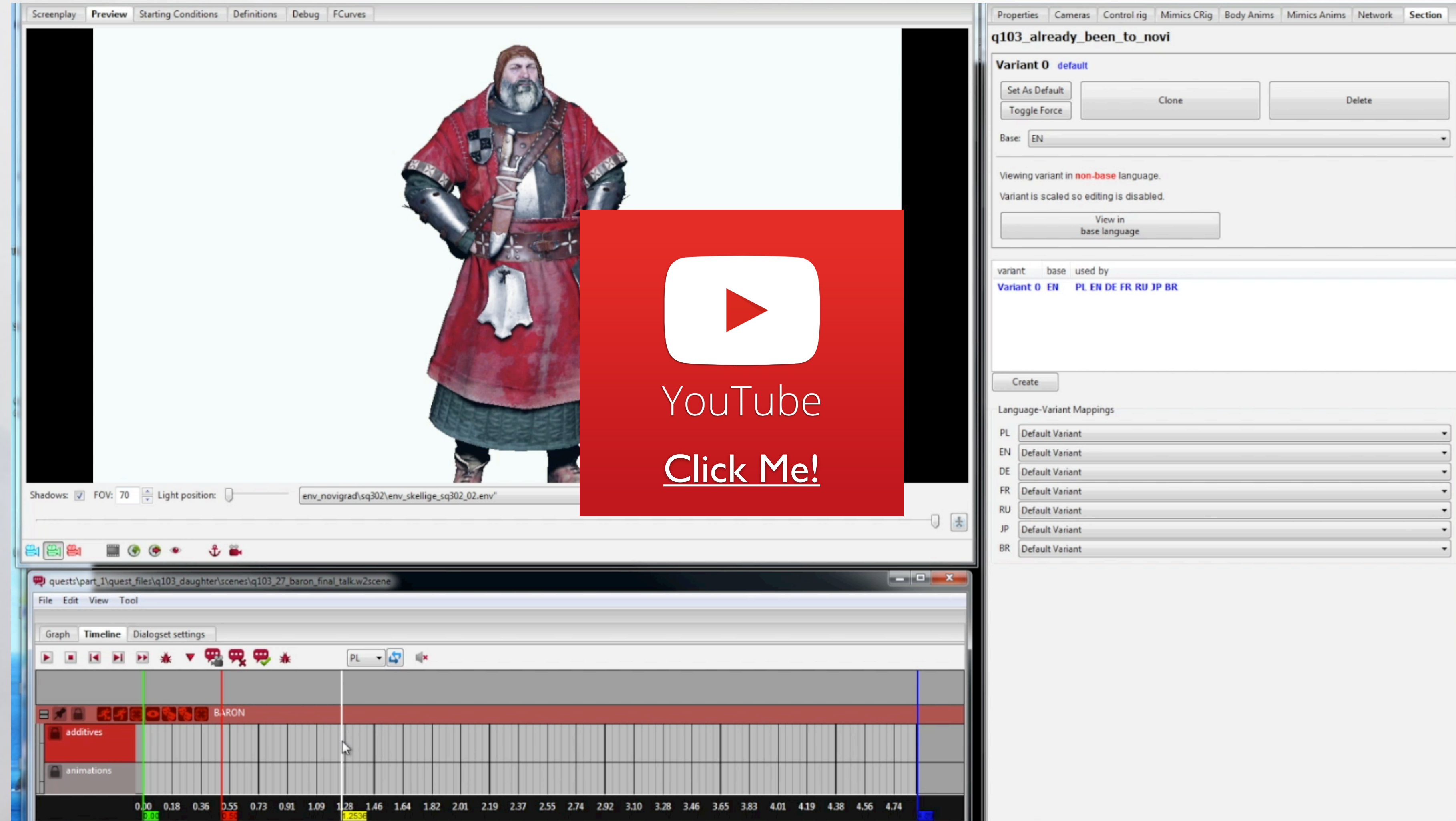


DIALOGUE DESIGNERS / WORKFLOW

6. ANIMATIONS

Body and facial control rigs

- ▶ Custom poses
- ▶ Corrections for gestures
- ▶ Corrections for idles

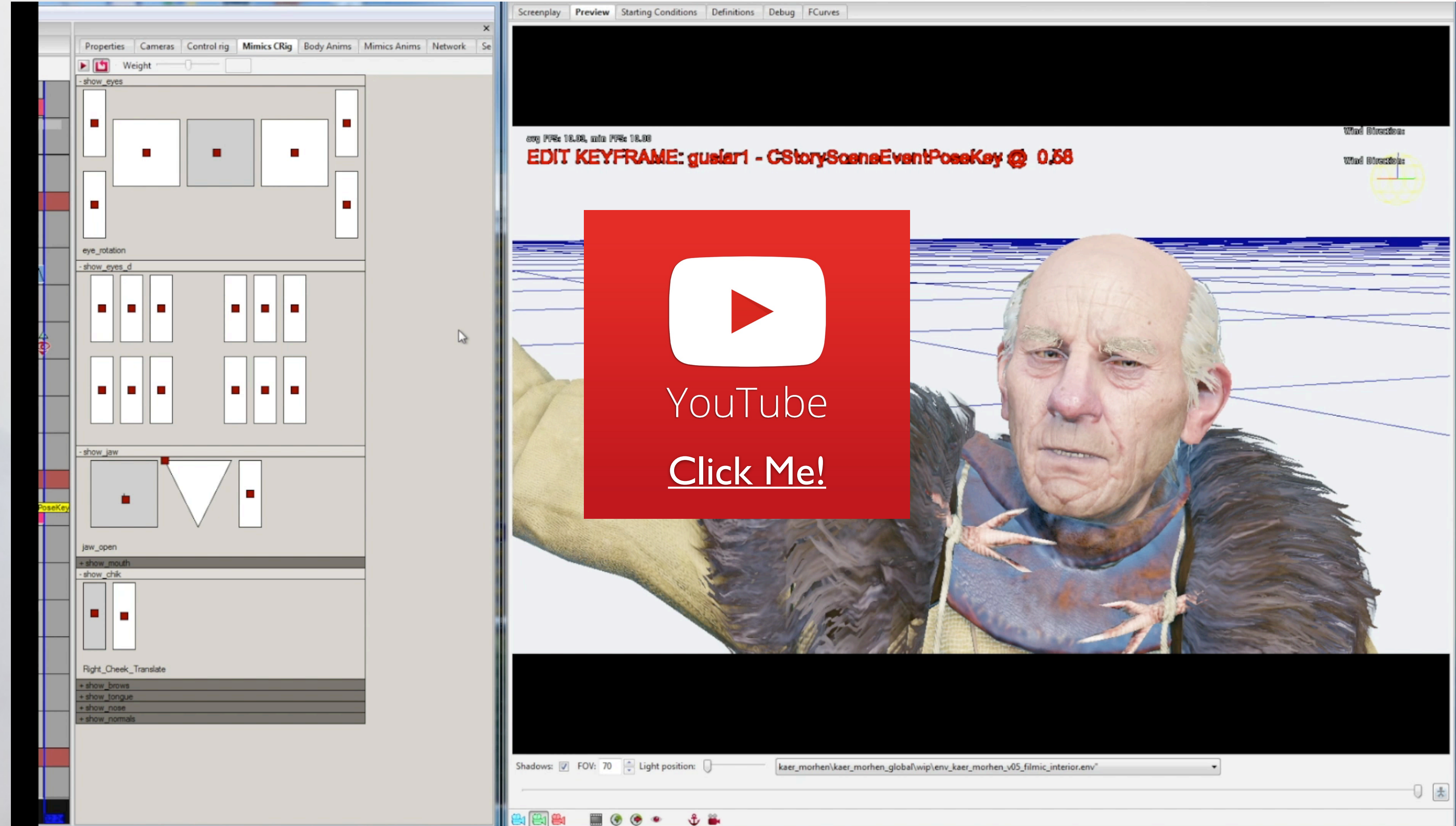




6. ANIMATIONS

Body and facial control rigs

- ▶ Custom poses
- ▶ Corrections for gestures
- ▶ Corrections for idles

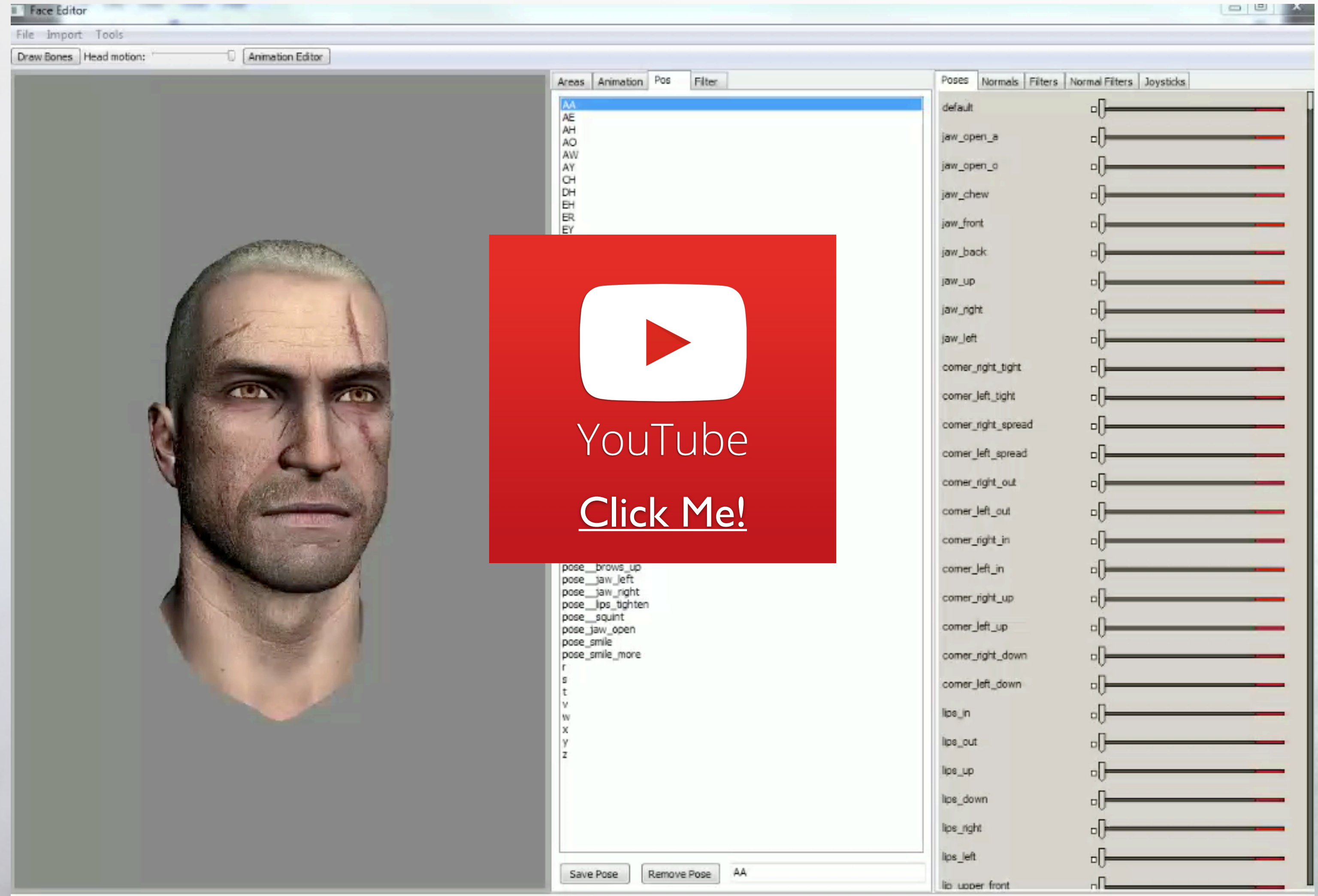




6. ANIMATIONS

BONUS SLIDE

Custom facial filters per actor





REUSING ANIMATIONS & CONTROL RIGS

TAKE AWAY





7. SCENOGRAPHY / ITEMS, PROPS, ETC.

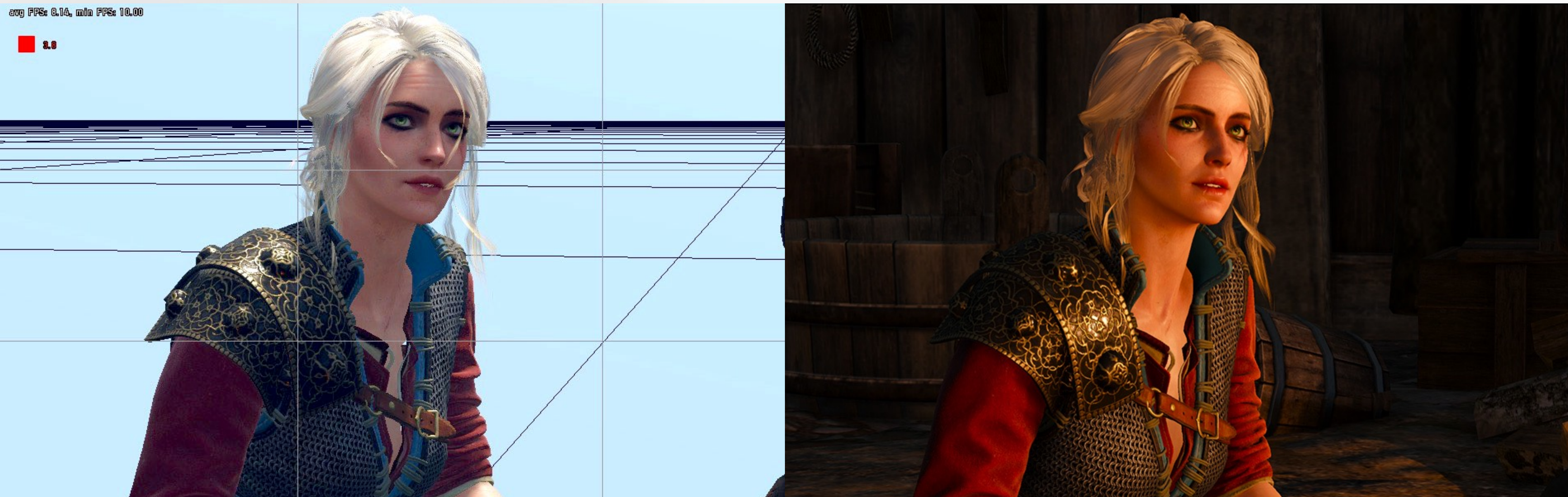
- ▶ Everything can be instantly moved at any time
 - ▶ Actors
 - ▶ Dialog props
 - ▶ Lights
 - ▶ etc.
- ▶ Most of the objects in dialog can be attached to others
- ▶ Animation synchronization between objects
- ▶ Duration events interpolation based on bezier curves





DIALOGUE DESIGNERS / WORKFLOW

7. SCENOGRAPHY / ITEMS, PROPS, ETC.



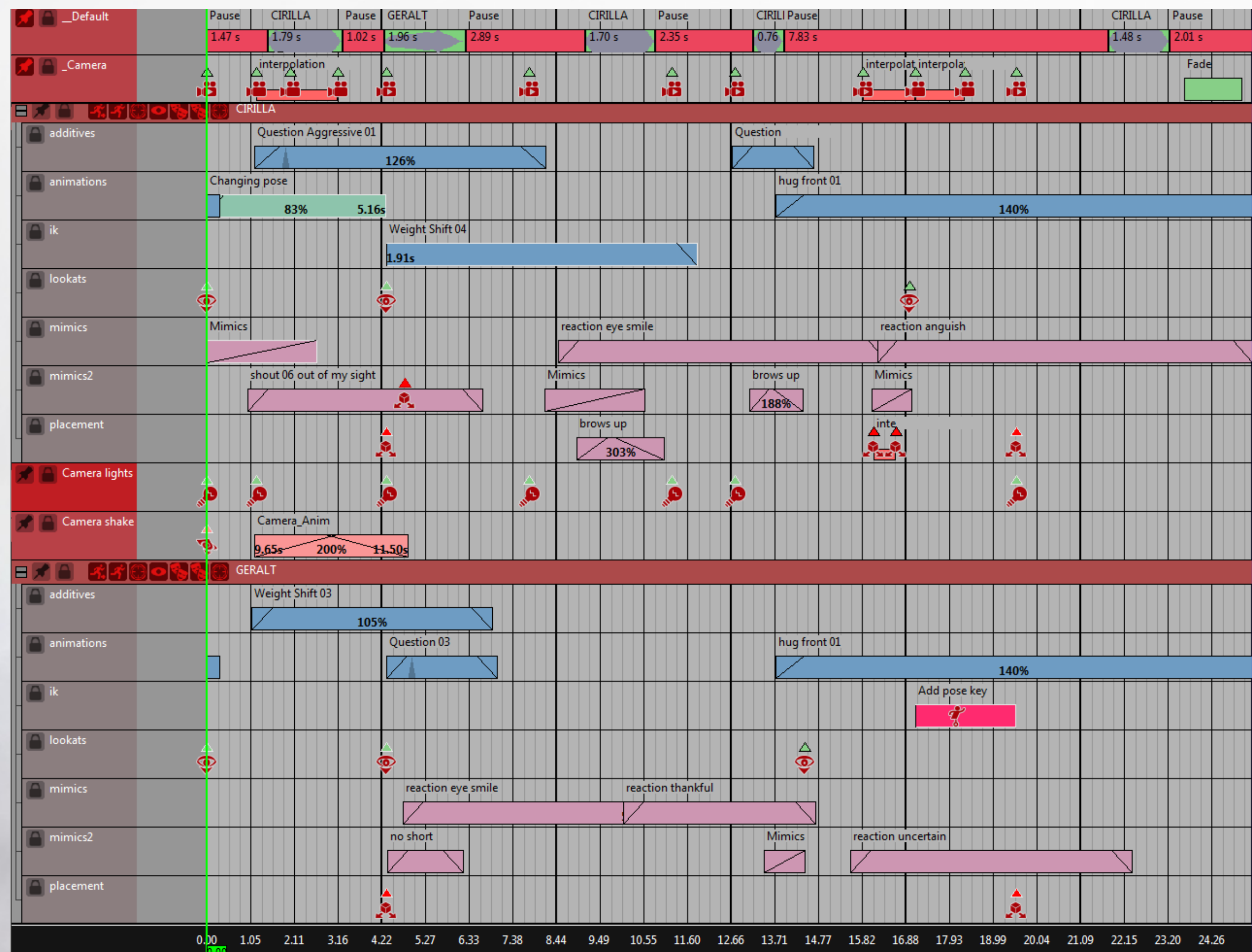


DIALOGUE DESIGNERS

WORKFLOW SUMMARY

WORKFLOW:

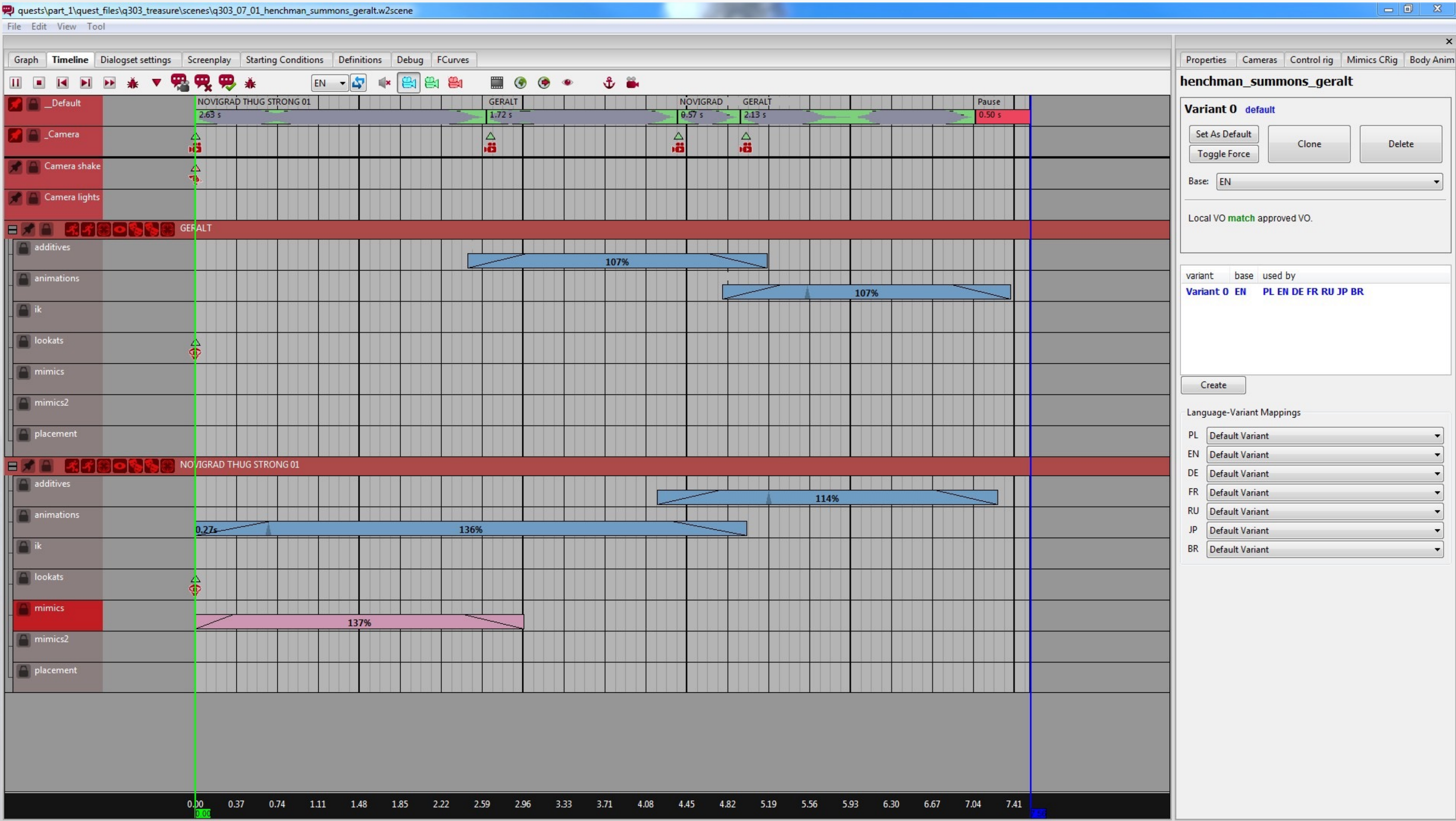
- ▶ Dialogset
- ▶ Generator
- ▶ Cameras
- ▶ Actors idles
- ▶ Look ats
- ▶ Body animations
- ▶ Facial animations
- ▶ Items, props, etc.
- ▶ Final polish





PROGRESS SHOTS

1. GENERATOR



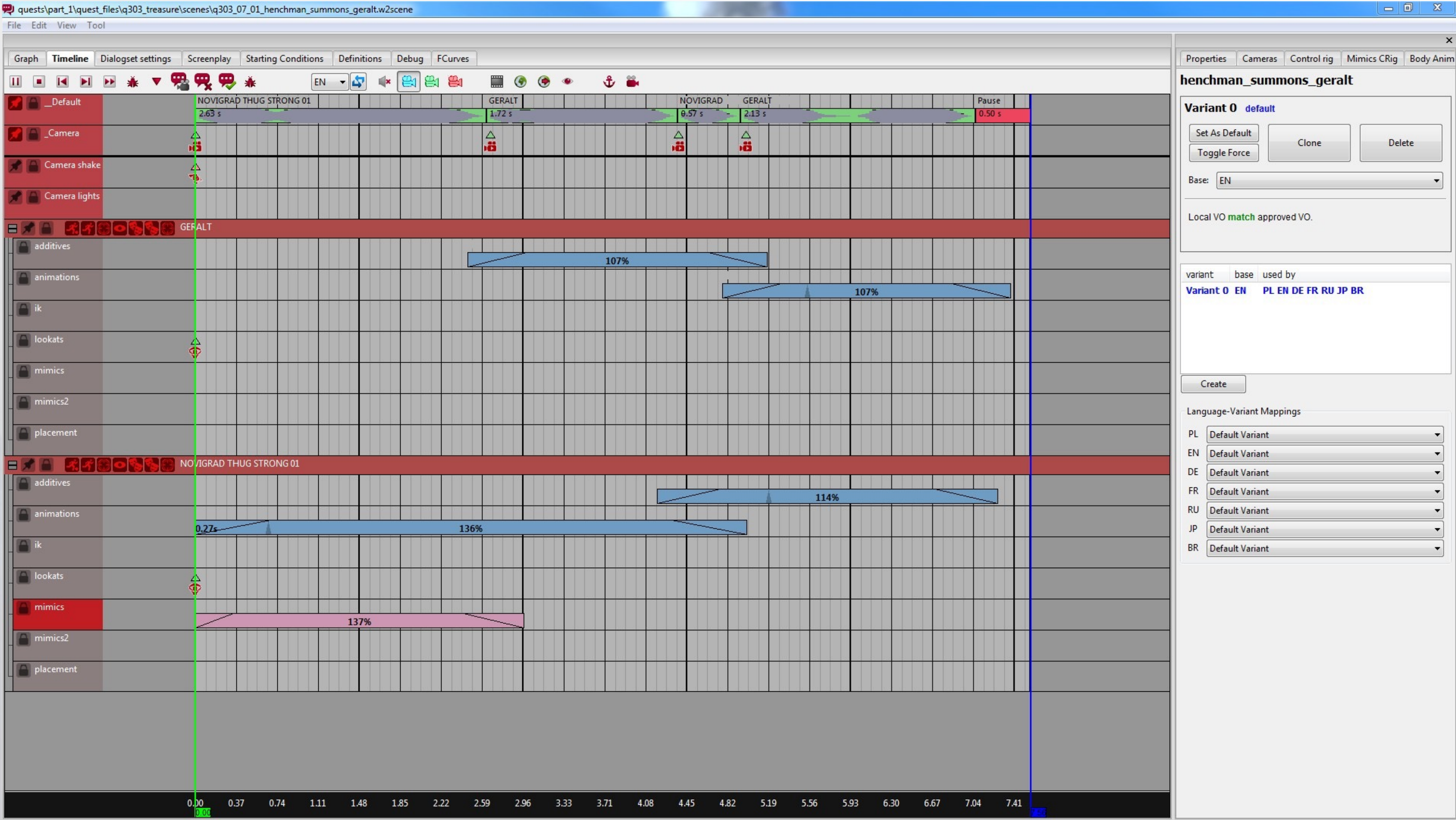


YouTube

Click Me!

PROGRESS SHOTS

1. GENERATOR





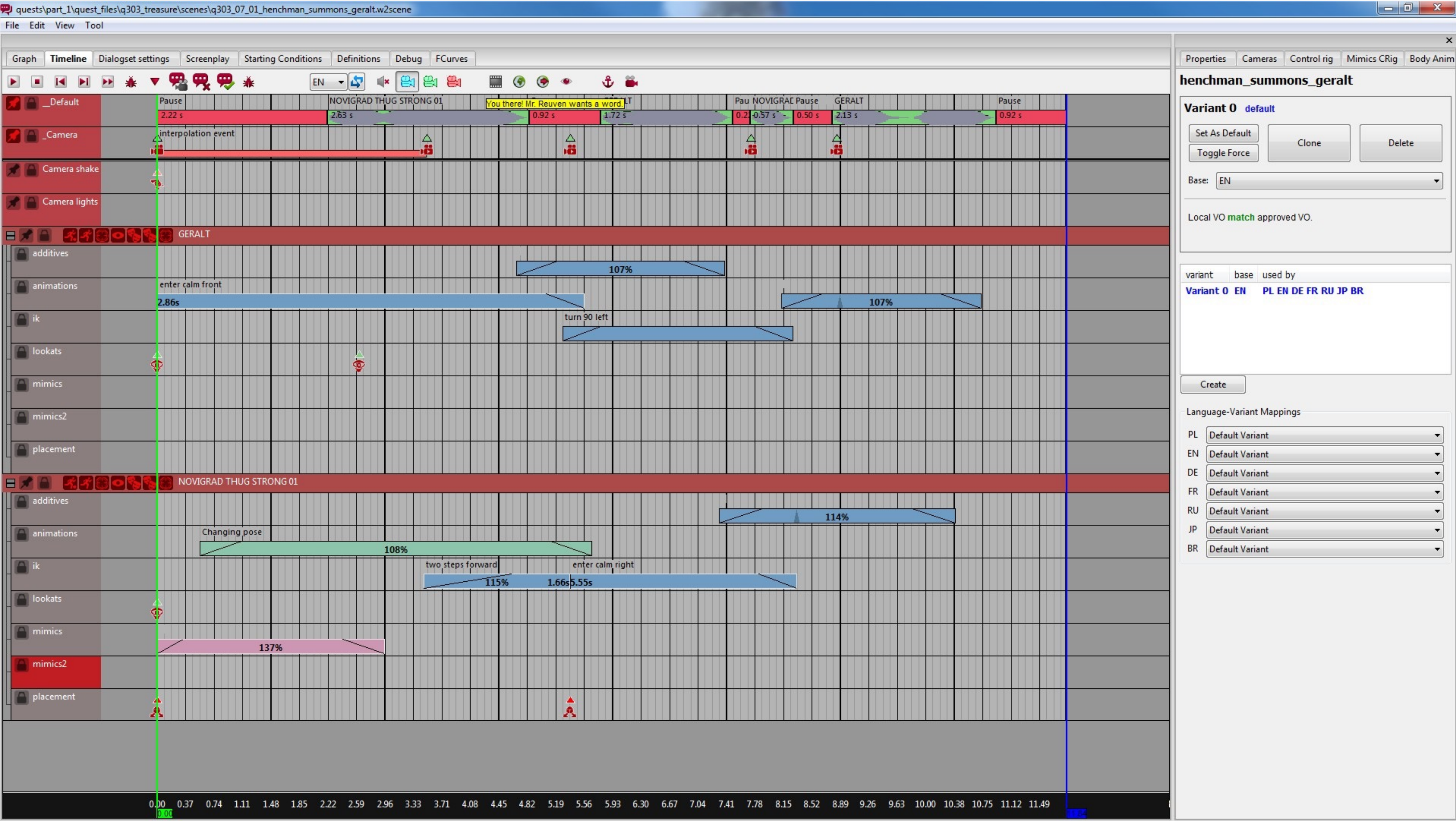
PROGRESS SHOTS

1. GENERATOR

2. CAMERAS

IDLES

ANIMATIONS





YouTube

Click Me!

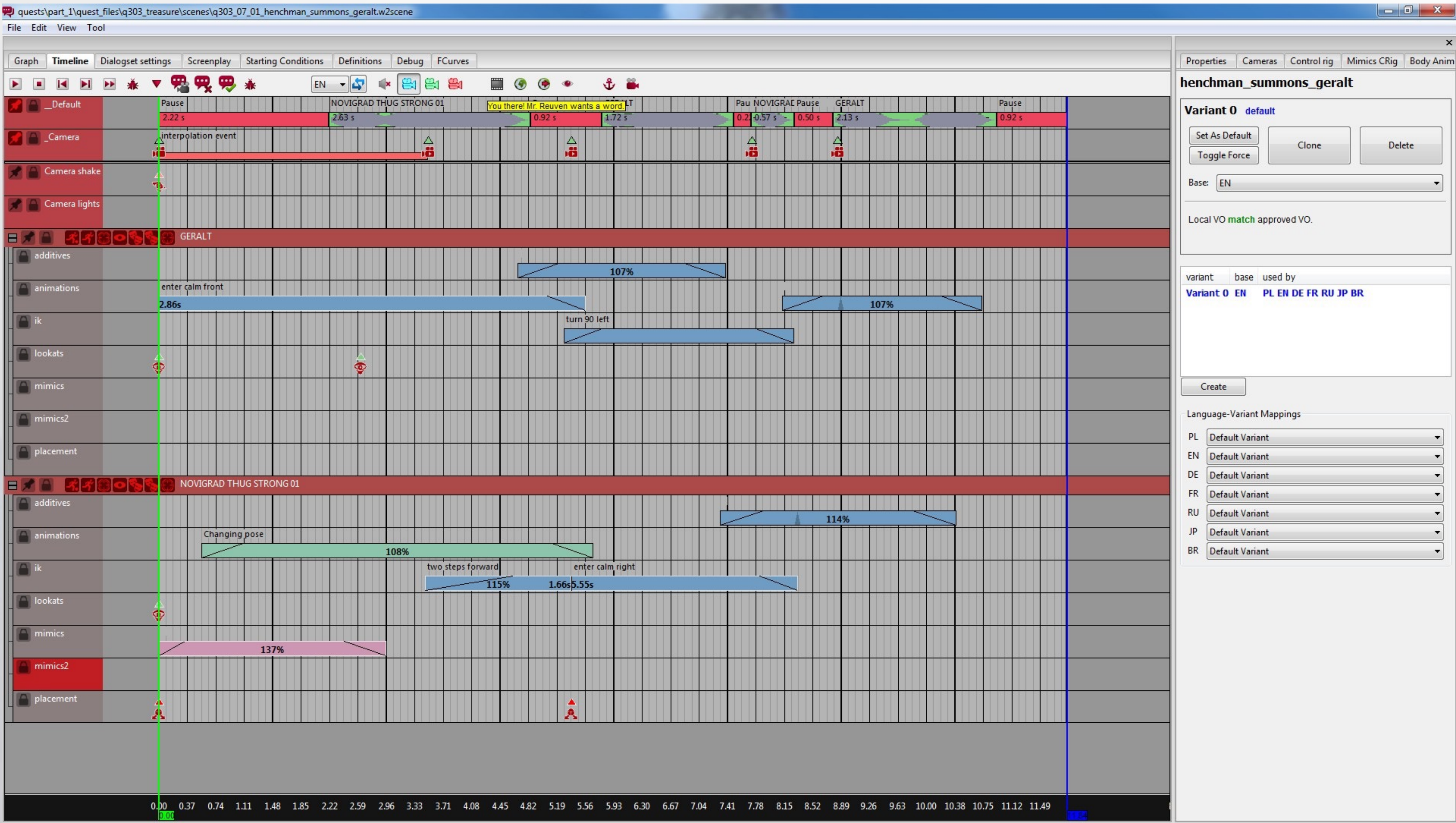
PROGRESS SHOTS

1. GENERATOR

2. CAMERAS

IDLES

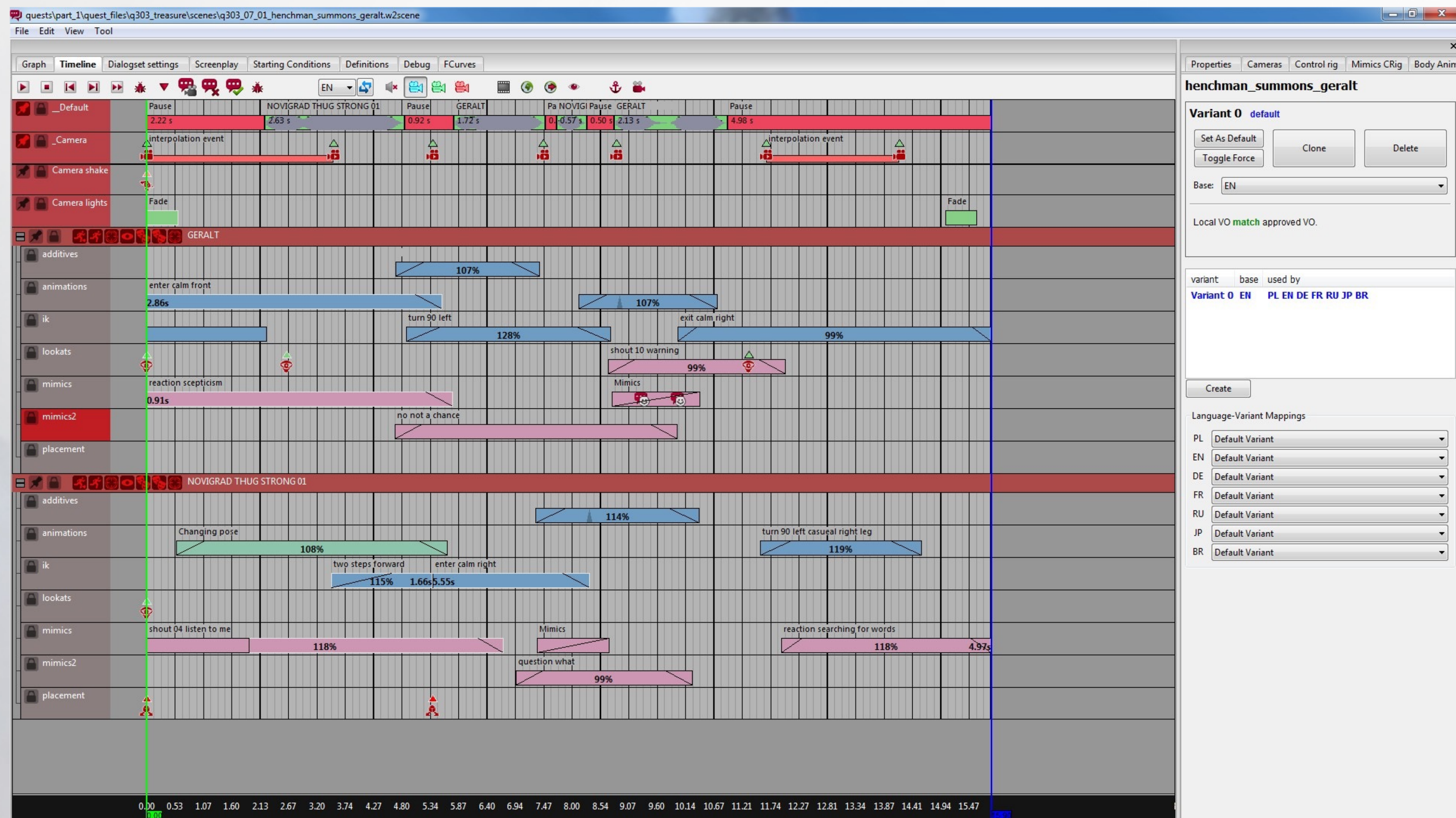
ANIMATIONS





PROGRESS SHOTS

1. GENERATOR
2. CAMERAS
IDLES
ANIMATIONS
3. FINAL POLISH...





YouTube

Click Me!



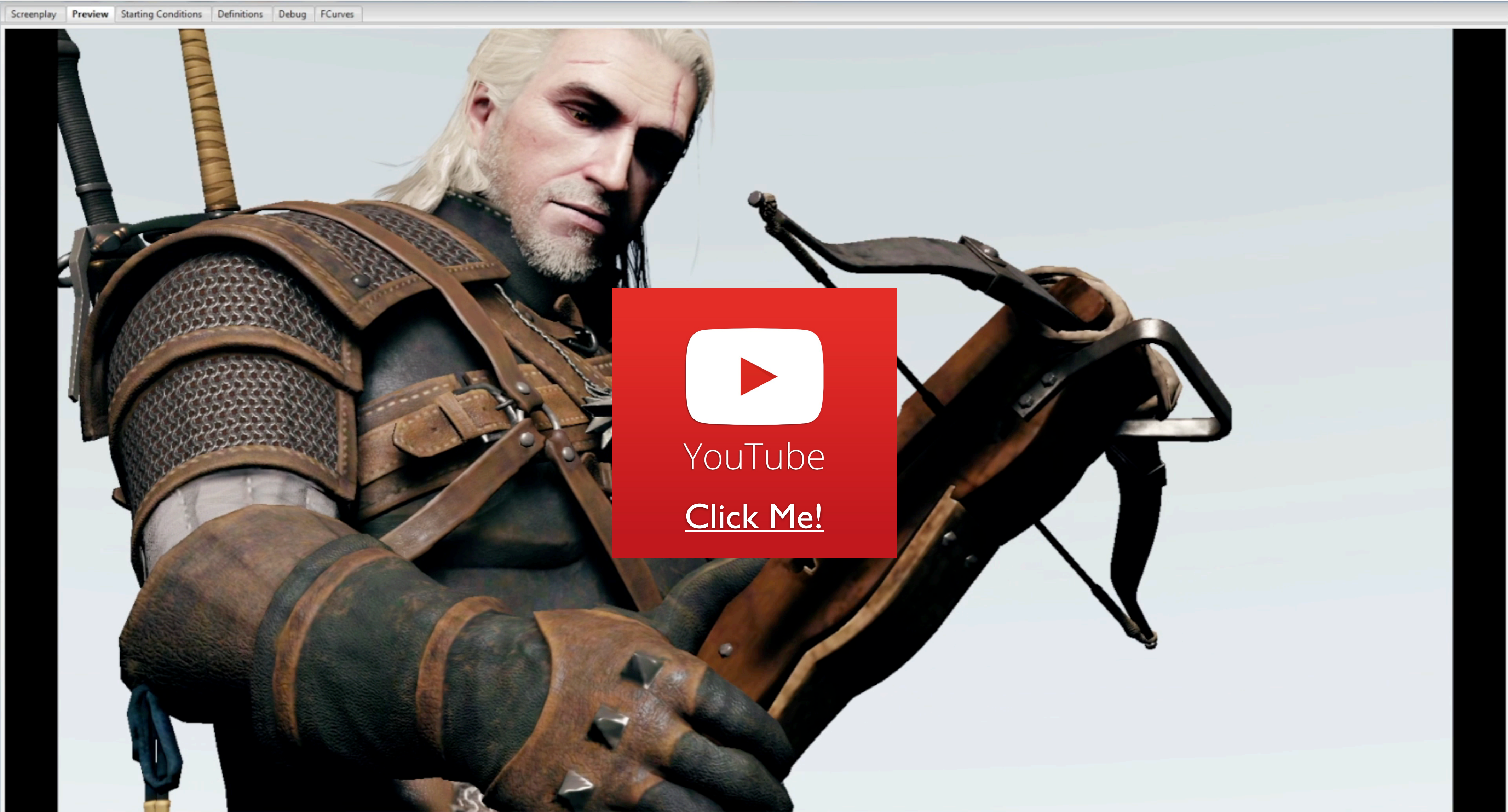
SPECIAL CASES





SPECIAL CASES

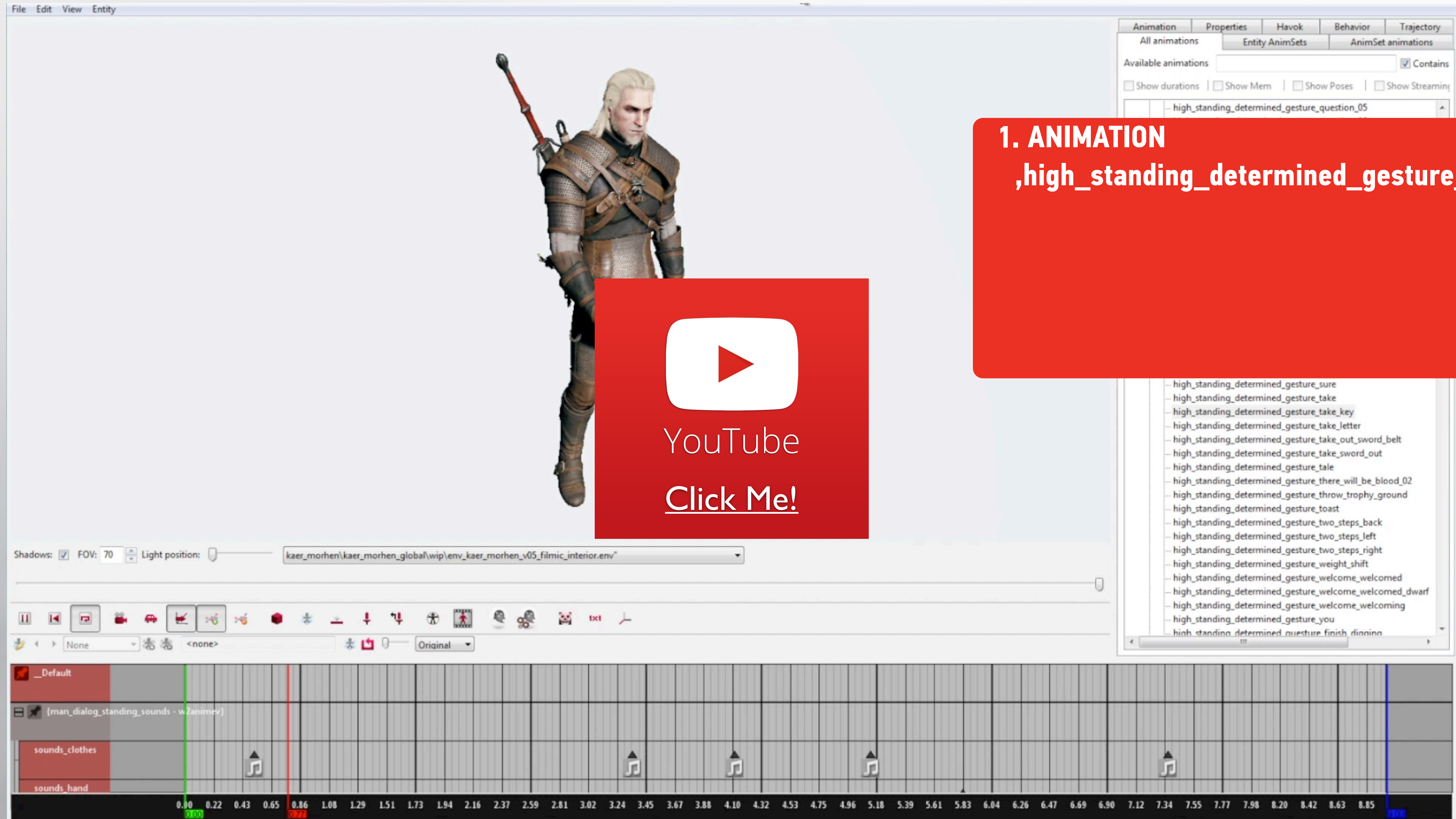
PASSING THE CROSSBOW





SPECIAL CASES

PASSING THE CROSSBOW



1. ANIMATION

,high_standing_determined_gesture_take_key



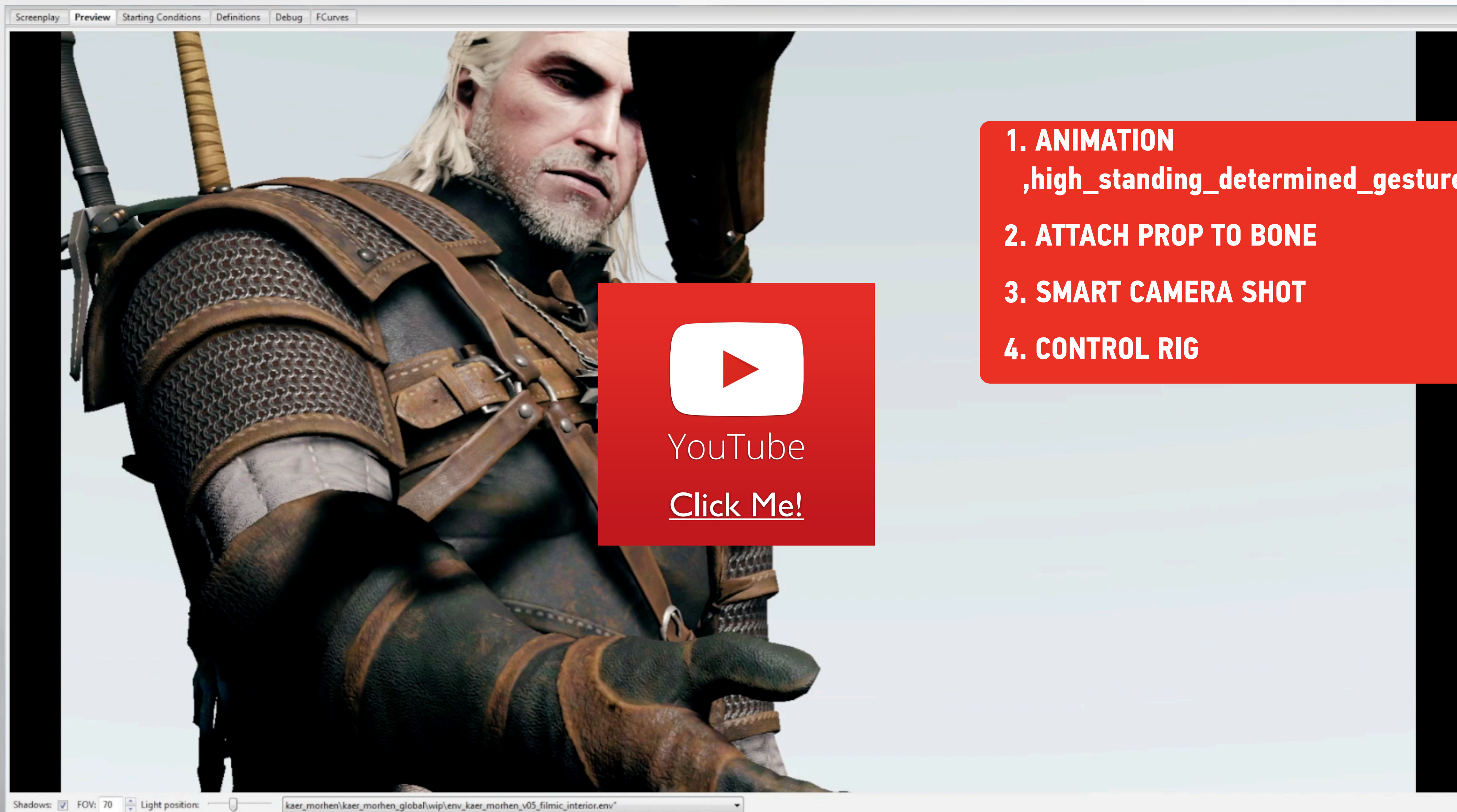
YouTube

Click Me!



SPECIAL CASES

PASSING THE CROSSBOW



1. ANIMATION
_high_standing_determined_gesture_take_key
2. ATTACH PROP TO BONE
3. SMART CAMERA SHOT
4. CONTROL RIG



YouTube
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YouTube

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WITCHER DIALOGUES = BUILDING BLOCKS + SPECIAL CASES

TAKE AWAY





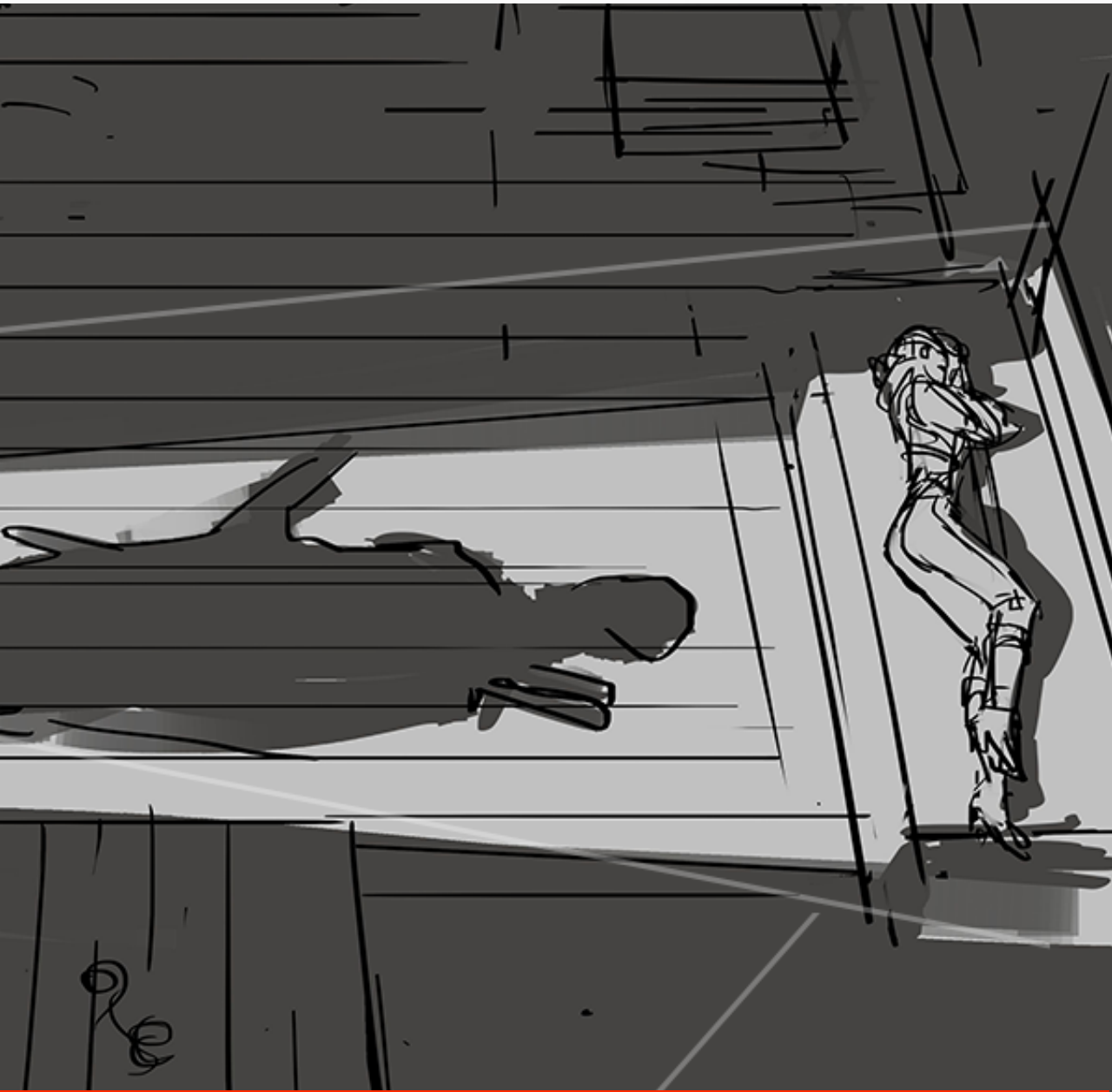
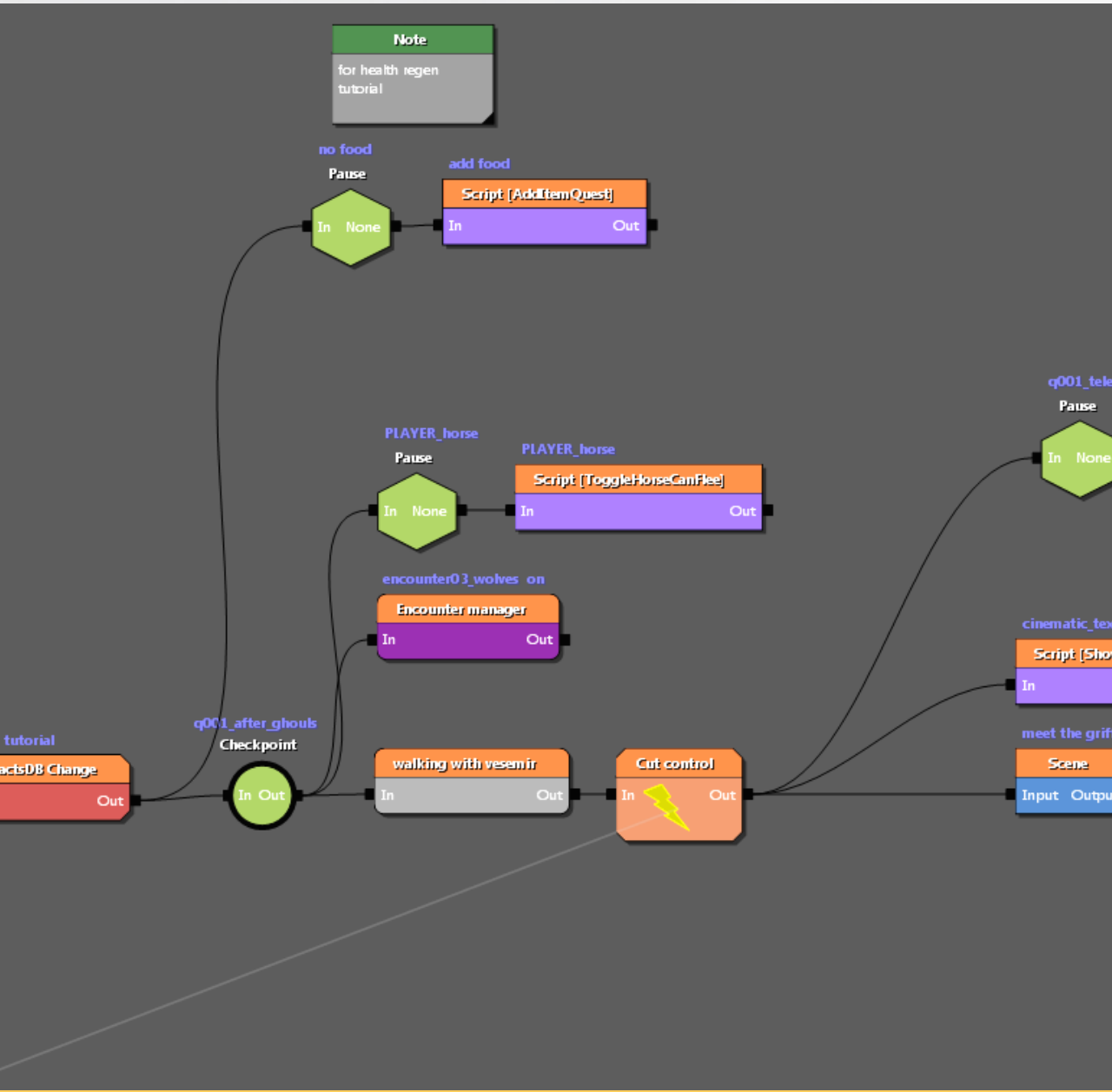
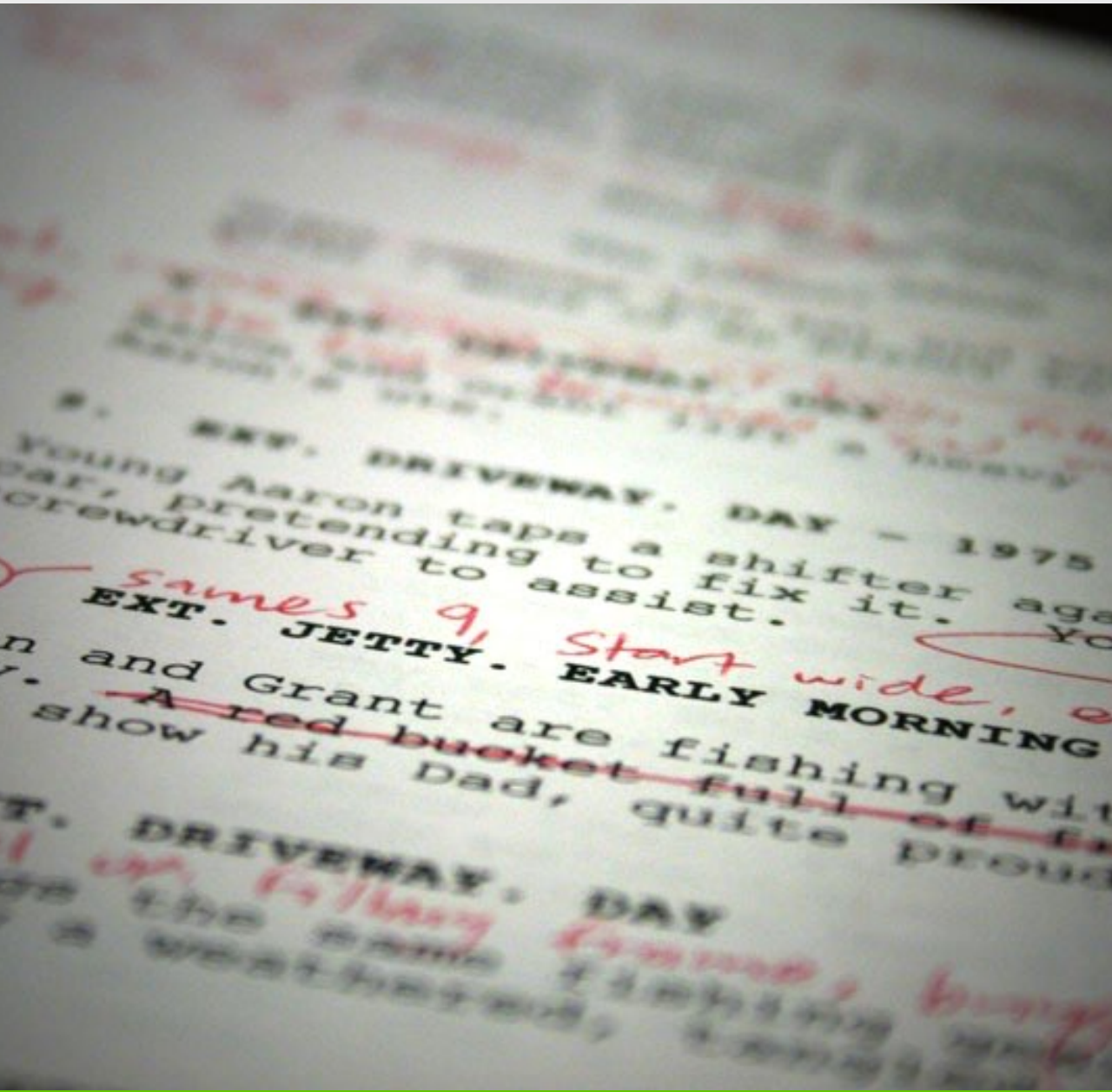
YouTube

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THE PIPELINE

OF A SINGLE DIALOGUE



WRITERS



QUESTS



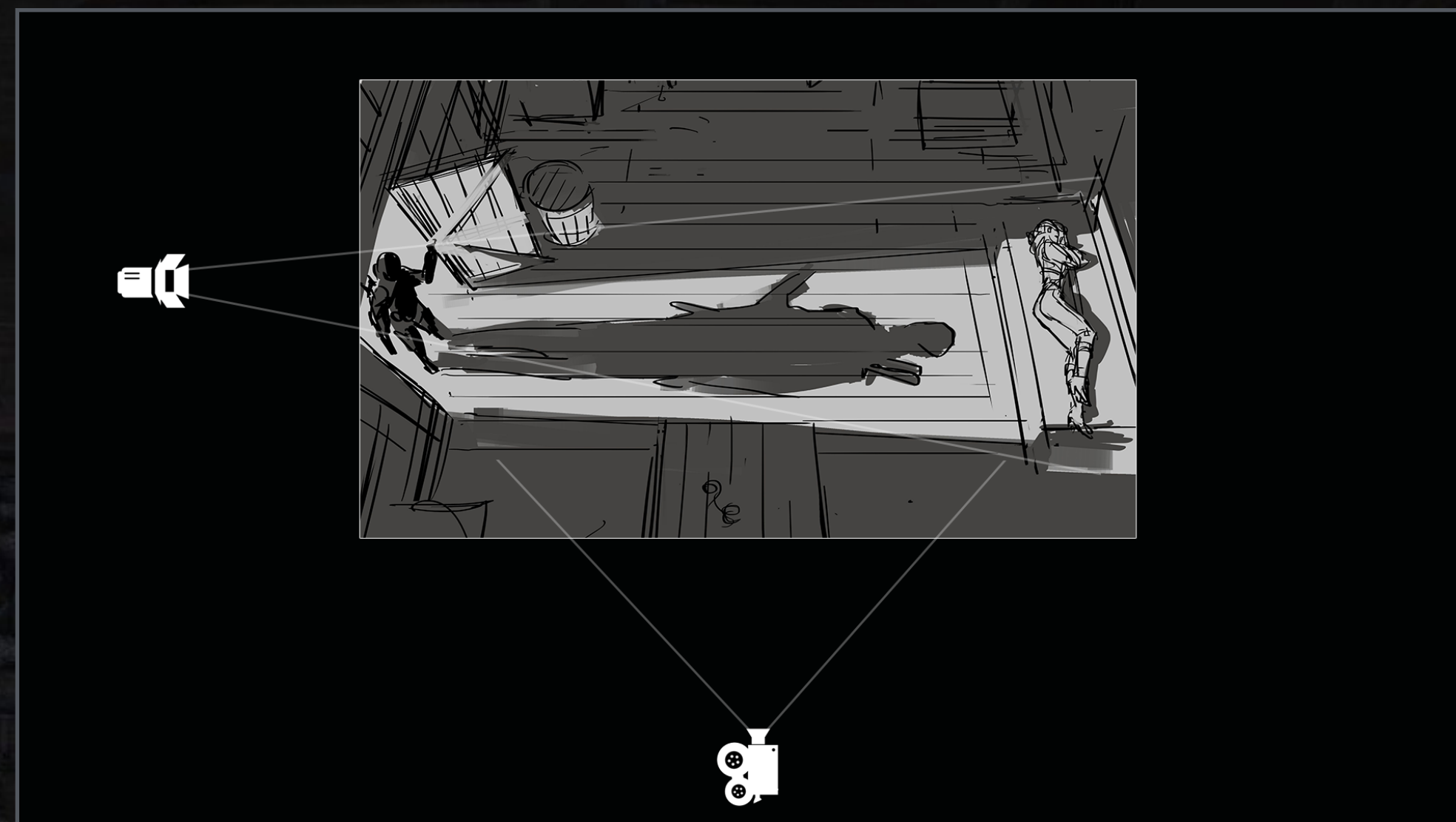
DIALOGUE
DESIGNERS



POST PRO



LIGHTING AND ENVIRONMENTS



Case A

necessary



LIGHTING AND ENVIRONMENTS

Case A

necessary





LIGHTING AND ENVIRONMENTS

Case B

mood





LIGHTING AND ENVIRONMENTS

Case B

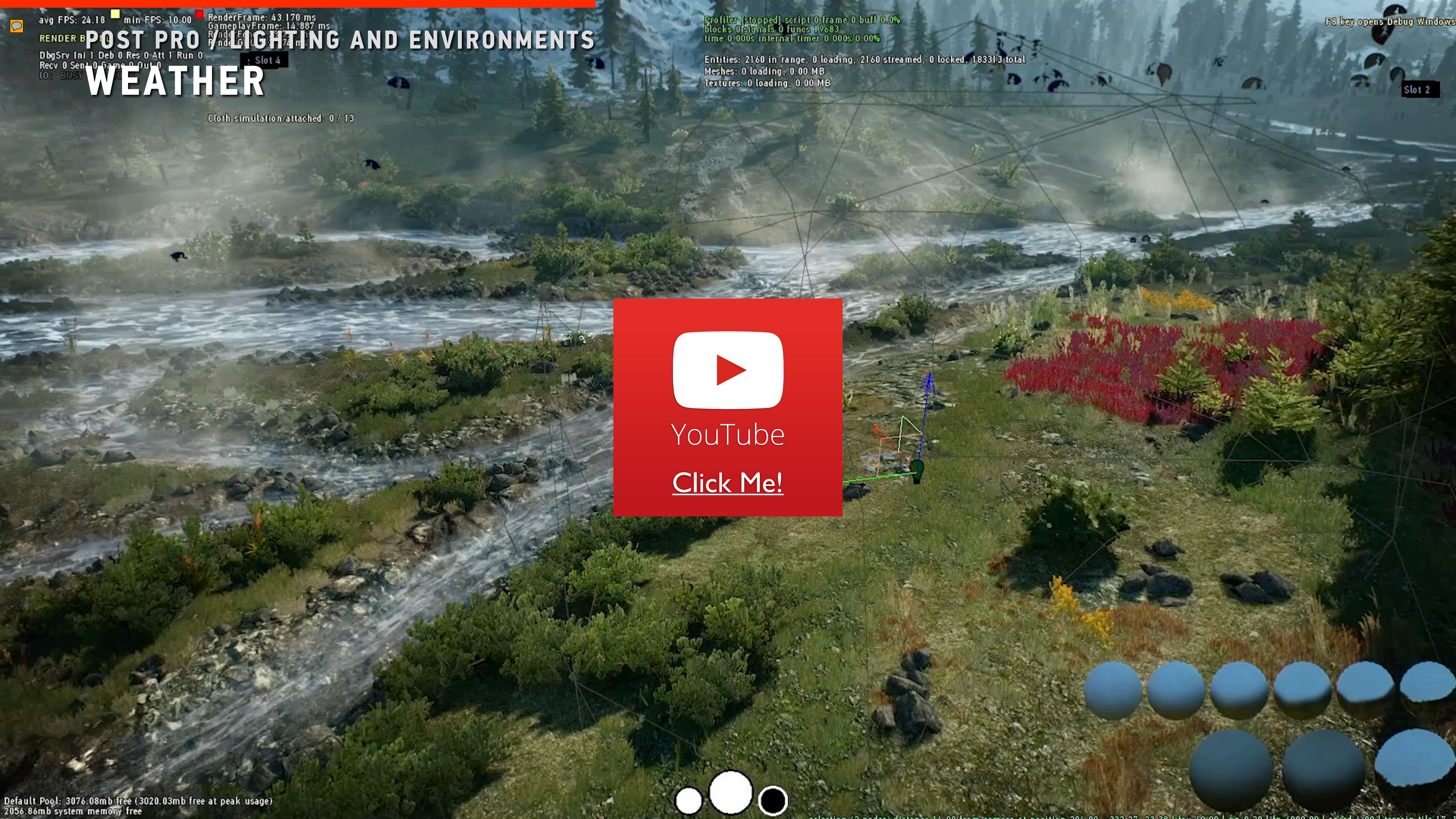
mood





POST PRO / LIGHTING AND ENVIRONMENTS WEATHER





avg FPS: 24.18 min FPS: 10.00

RenderFrame: 43.170 ms
GameplayFrame: 14.887 ms

RENDER B

DbgSrv Ini 1 Deb 0 Res 0 Att 1 Run 0
Recv 0 Sent 0 Game 0 Out 0

IO: BUSY

POST PRO / LIGHTING AND ENVIRONMENTS WEATHER

Slot 4

Cloth simulation/attached: 0 / 13

Profiler [stopped] script 0 frame 0 buff 0.0%
blocks 0 signals 0 funes 19683
time 0.000s internal timer 0.000s/0.00%

Entities: 2160 in range, 0 loading, 2160 streamed, 0 locked, 183313 total
Meshes: 0 loading, 0.00 MB
Textures: 0 loading, 0.00 MB

F8 key opens Debug Windows

Slot 2



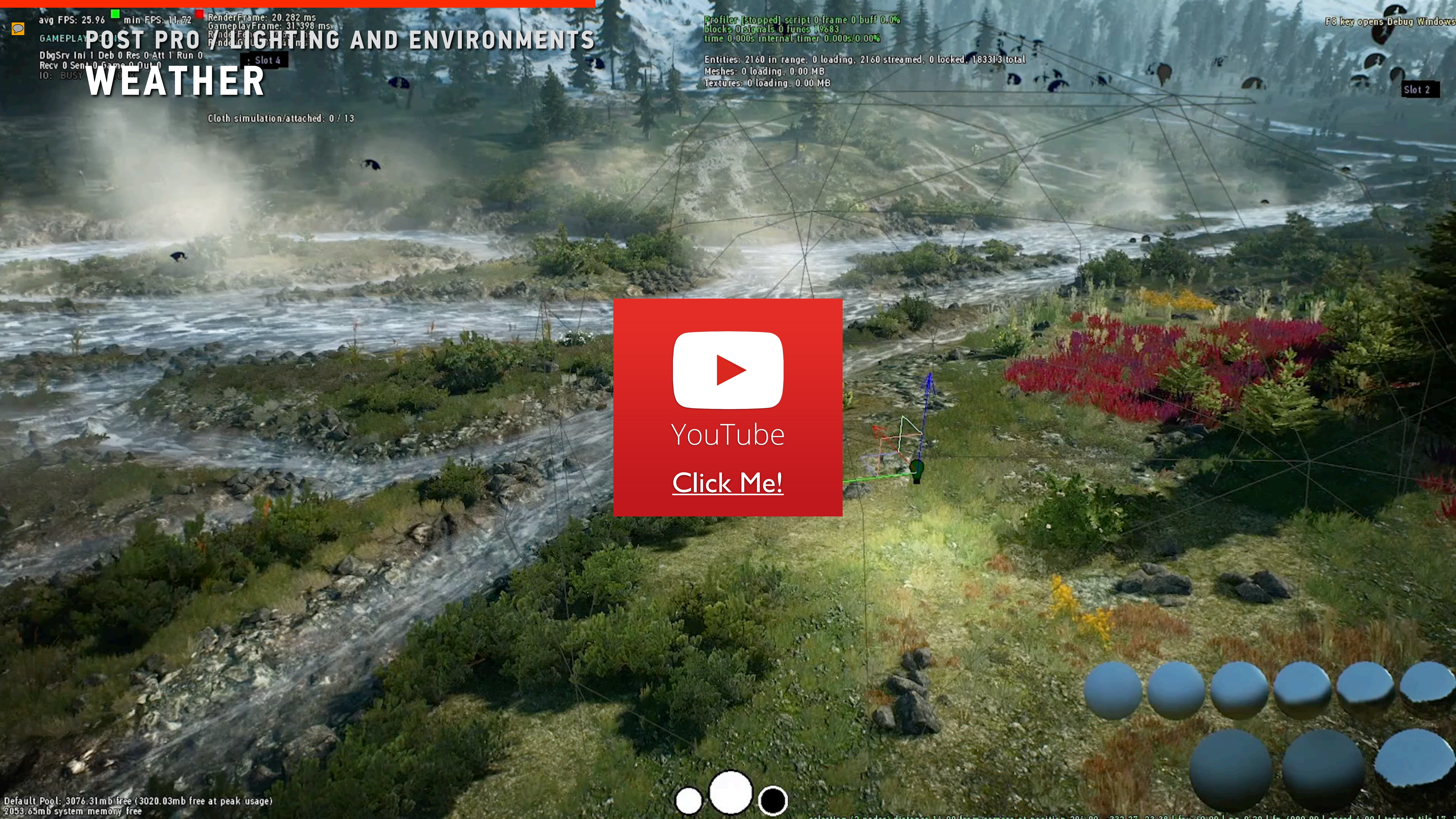
YouTube

Click Me!

Default Pool: 3076.08mb free (3020.03mb free at peak usage)
2056.86mb system memory free



selection (2 nodes) distance 14.00 from camera at position 204.00 - 222.27 - 22.28 | far 60.00 | up 0.20 | fr 6000.00 | locked 4.00 | terrain tile 12



avg FPS: 25.96 min FPS: 11.72

RenderFrame: 20.282 ms
GameplayFrame: 31.398 ms

GAMEPLAY

DbgSrv Ini 1 Deb 0 Res 0 Att 1 Run 0
Recv 0 Sent 0 Game 0 Out 0

IO: BUSY

POST PRO / LIGHTING AND ENVIRONMENTS WEATHER

Slot 4

Cloth simulation/attached: 0 / 13

Profiler [stopped] script 0 frame 0 buff 0.0%
blocks 0 signals 0 funes 19683
time 0.000s internal timer 0.000s/0.00%

Entities: 2160 in range, 0 loading, 2160 streamed, 0 locked, 183313 total
Meshes: 0 loading, 0.00 MB
Textures: 0 loading, 0.00 MB

F8 key opens Debug Windows

Slot 2



YouTube

Click Me!

Default Pool: 3076.31mb free (3020.03mb free at peak usage)
2053.65mb system memory free



selection (2 nodes) distance 14.00 from camera at position 204.00 -232.27 23.38 | fov 60.00 | up 0.20 | fr 6000.00 | speed 6.00 | terrain tile 12



POST PRO / LIGHTING AND ENVIRONMENTS

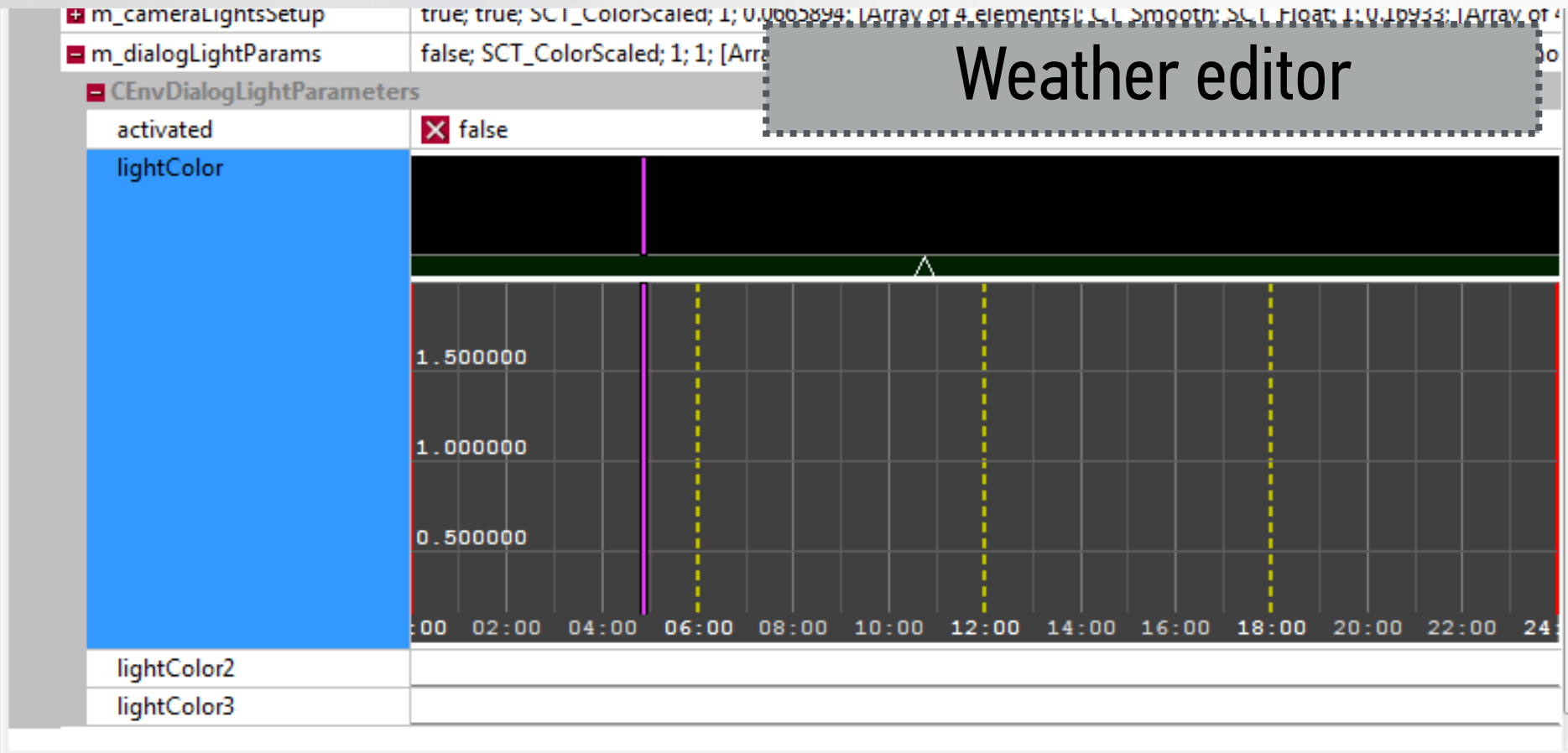
WEATHER

- Placed relative to global light sources

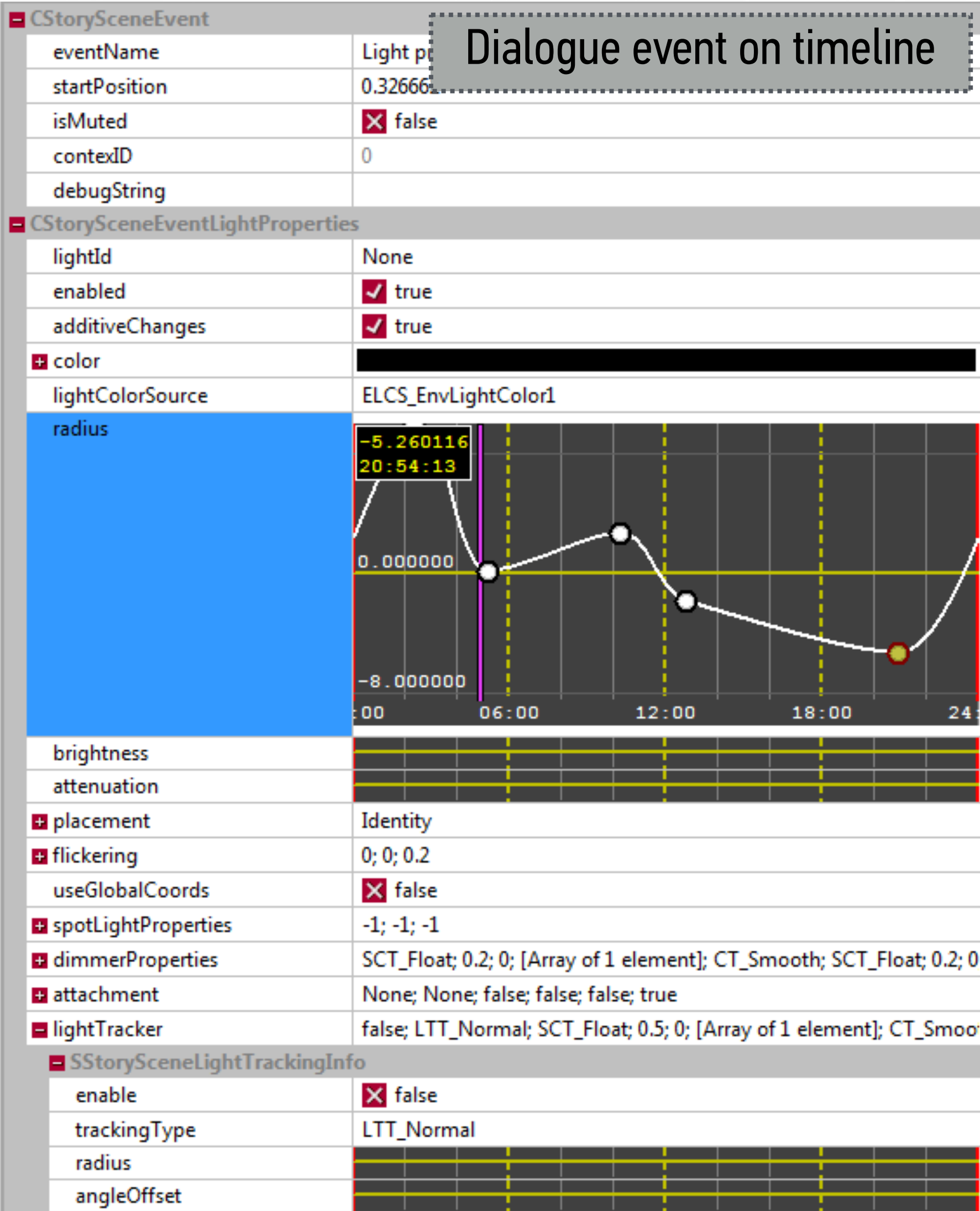
$$\text{light}(\text{time}) = \text{global_light}(\text{time}) * \text{dialog_light}(\text{time})$$



Game



Weather editor



Dialogue event on timeline



POST PRO / LIGHTING AND ENVIRONMENTS

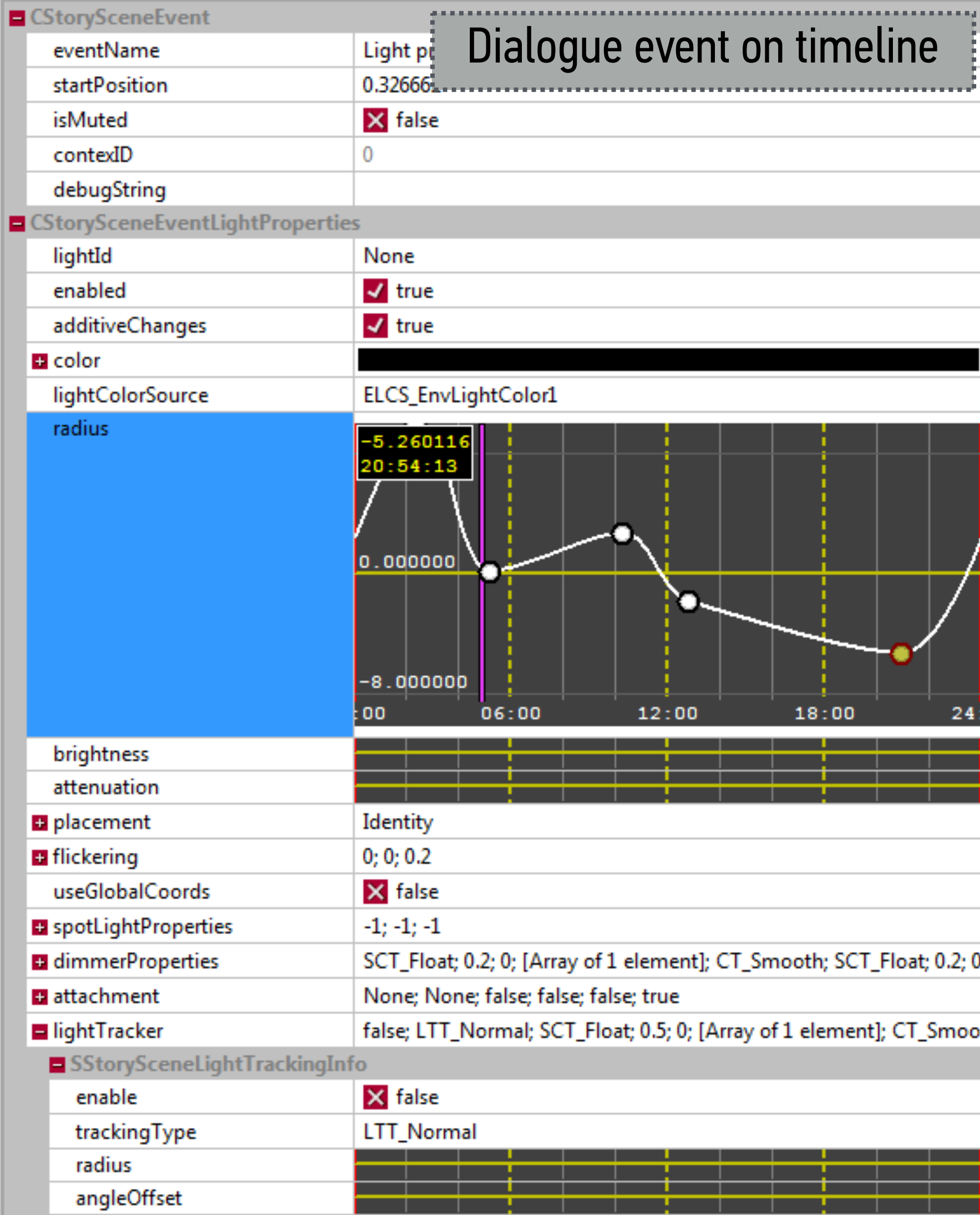
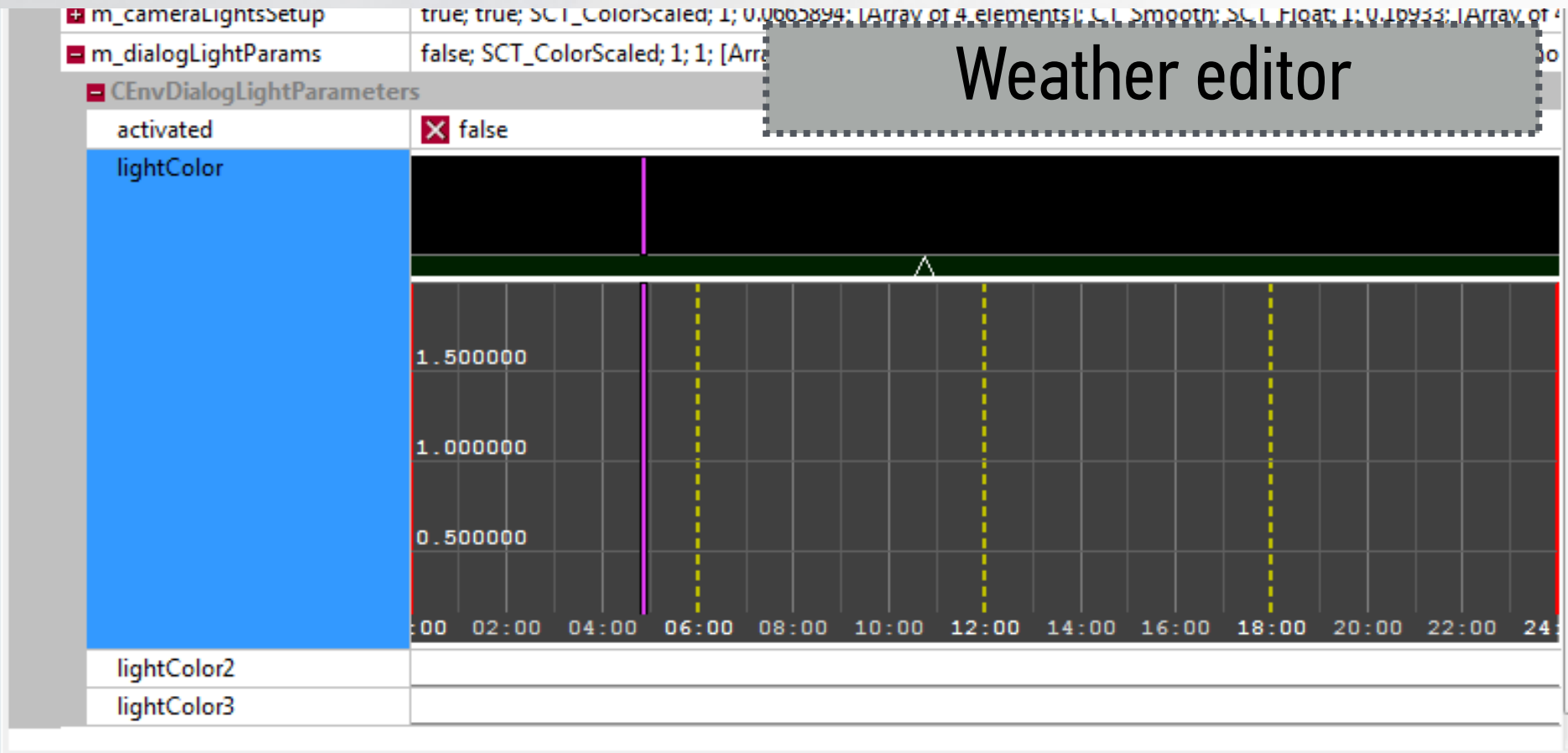
WEATHER

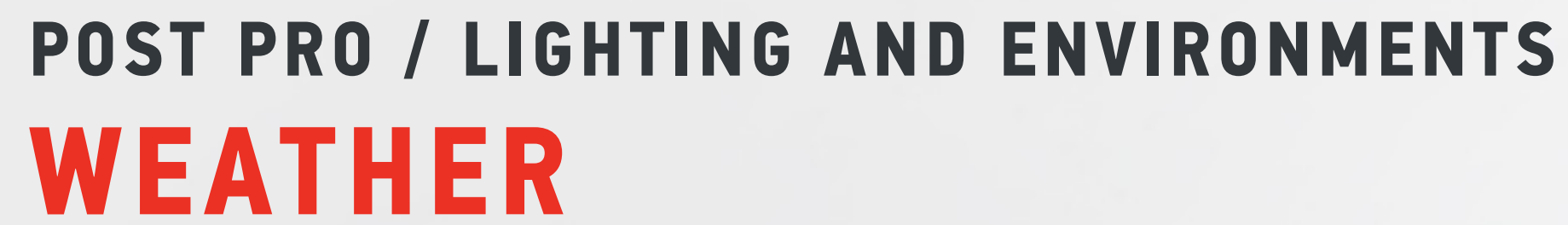
- Placed relative to global light sources

light(time) = global_light(time) * dialog_light(time)



Game





- $$\text{light}(\text{time}) = \underline{\text{global_light}}(\text{time}) * \text{dialog_light}(\text{time})$$



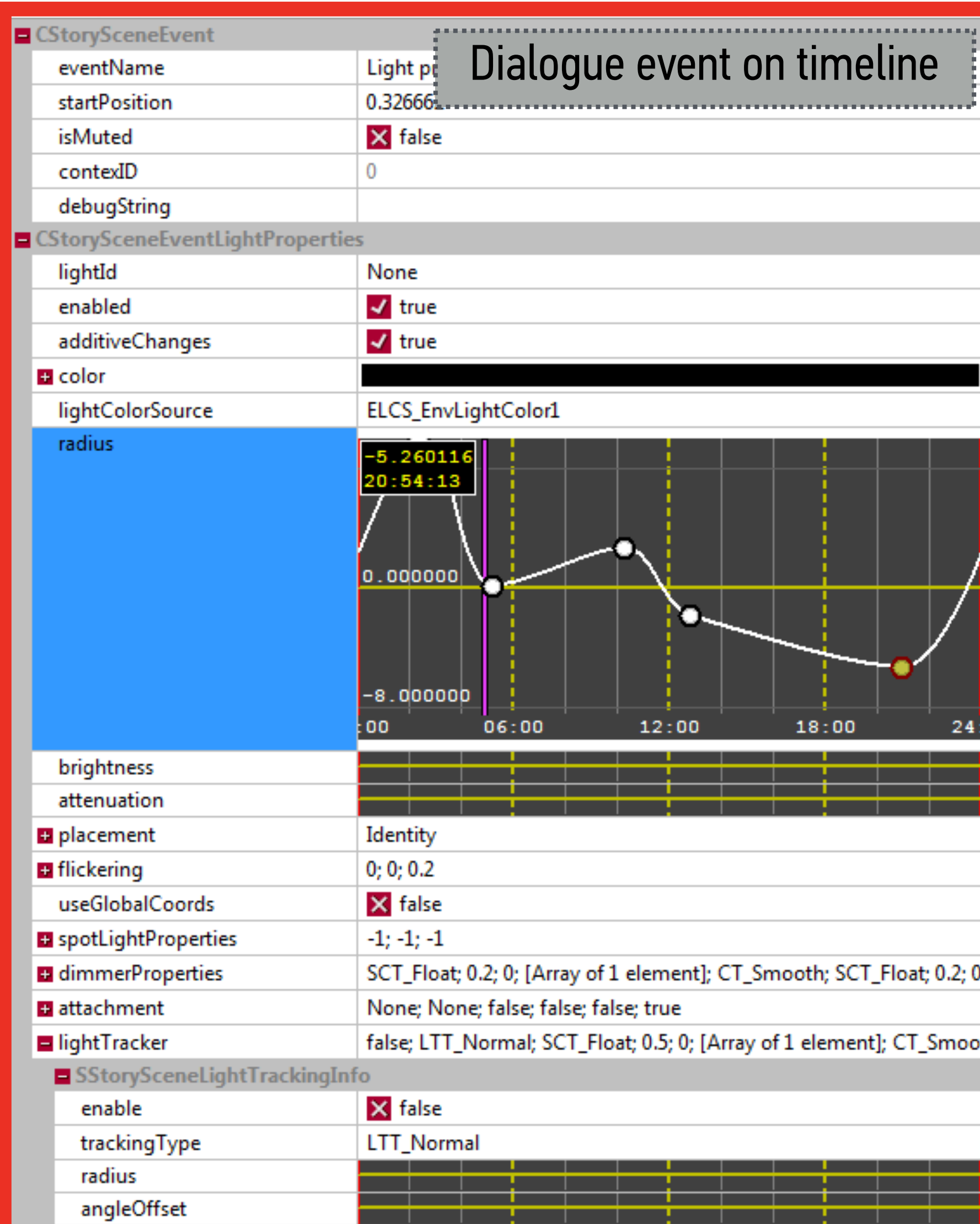
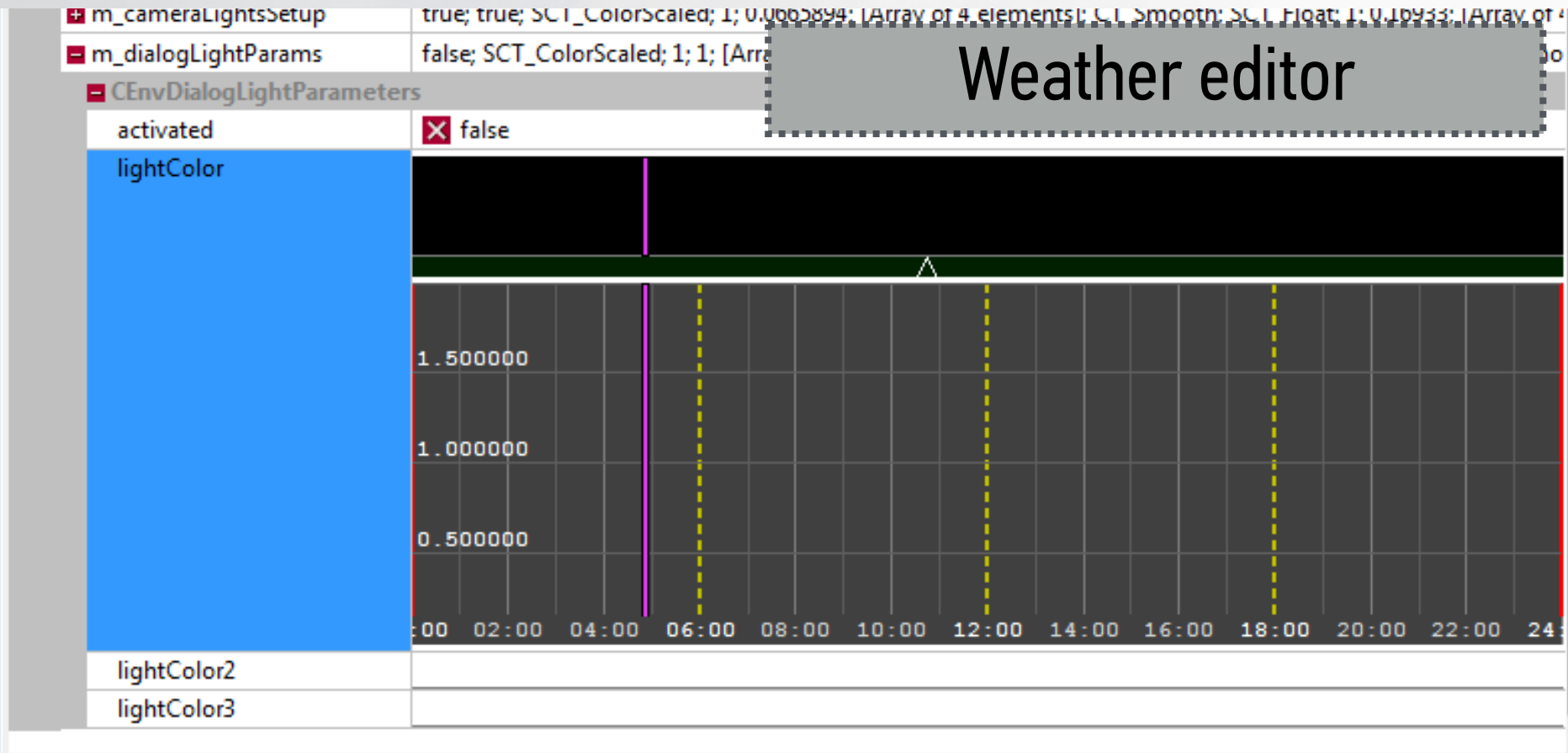


POST PRO / LIGHTING AND ENVIRONMENTS

WEATHER

- Placed relative to global light sources

$$\text{light}(\text{time}) = \text{global_light}(\text{time}) * \text{dialog_light}(\text{time})$$



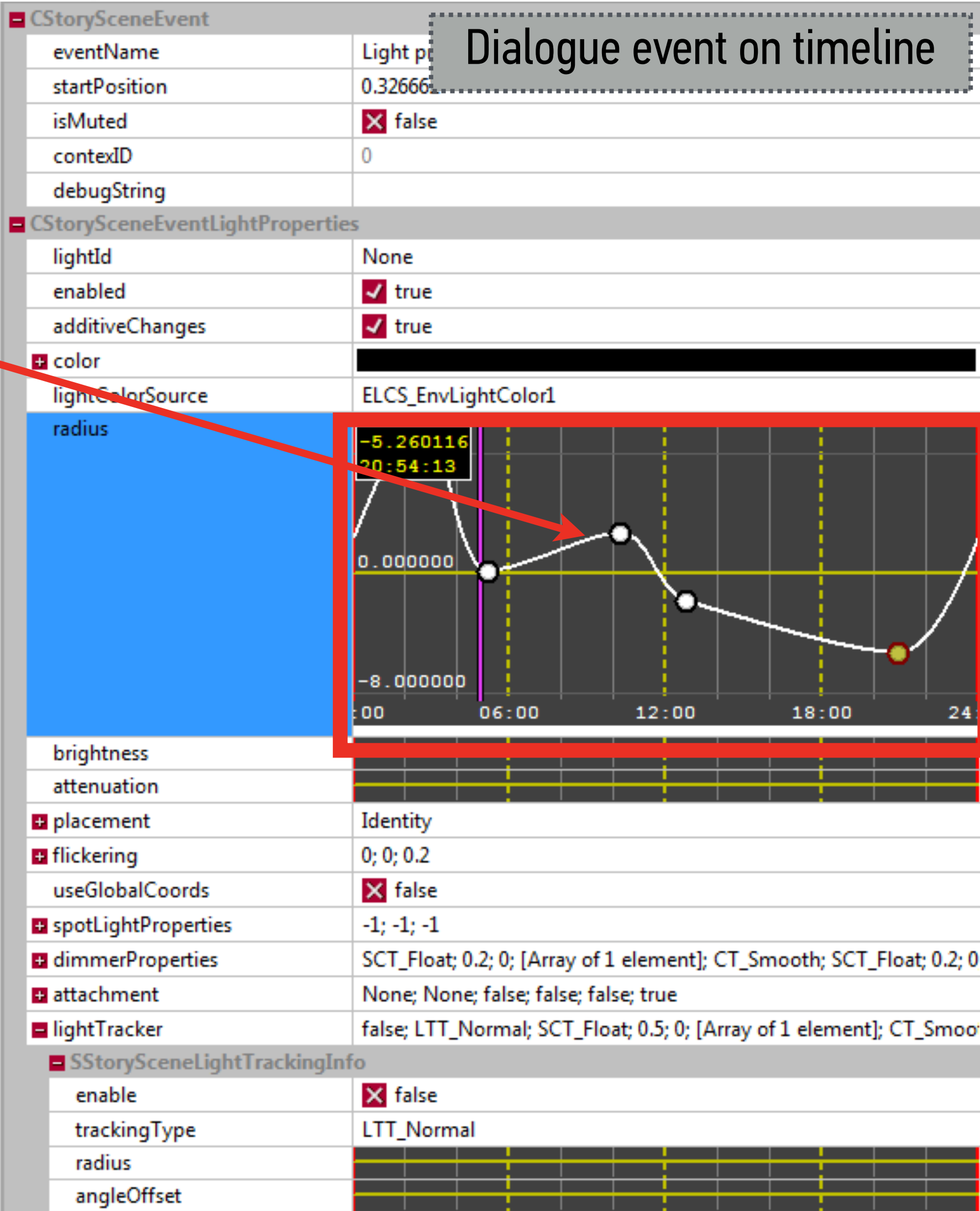
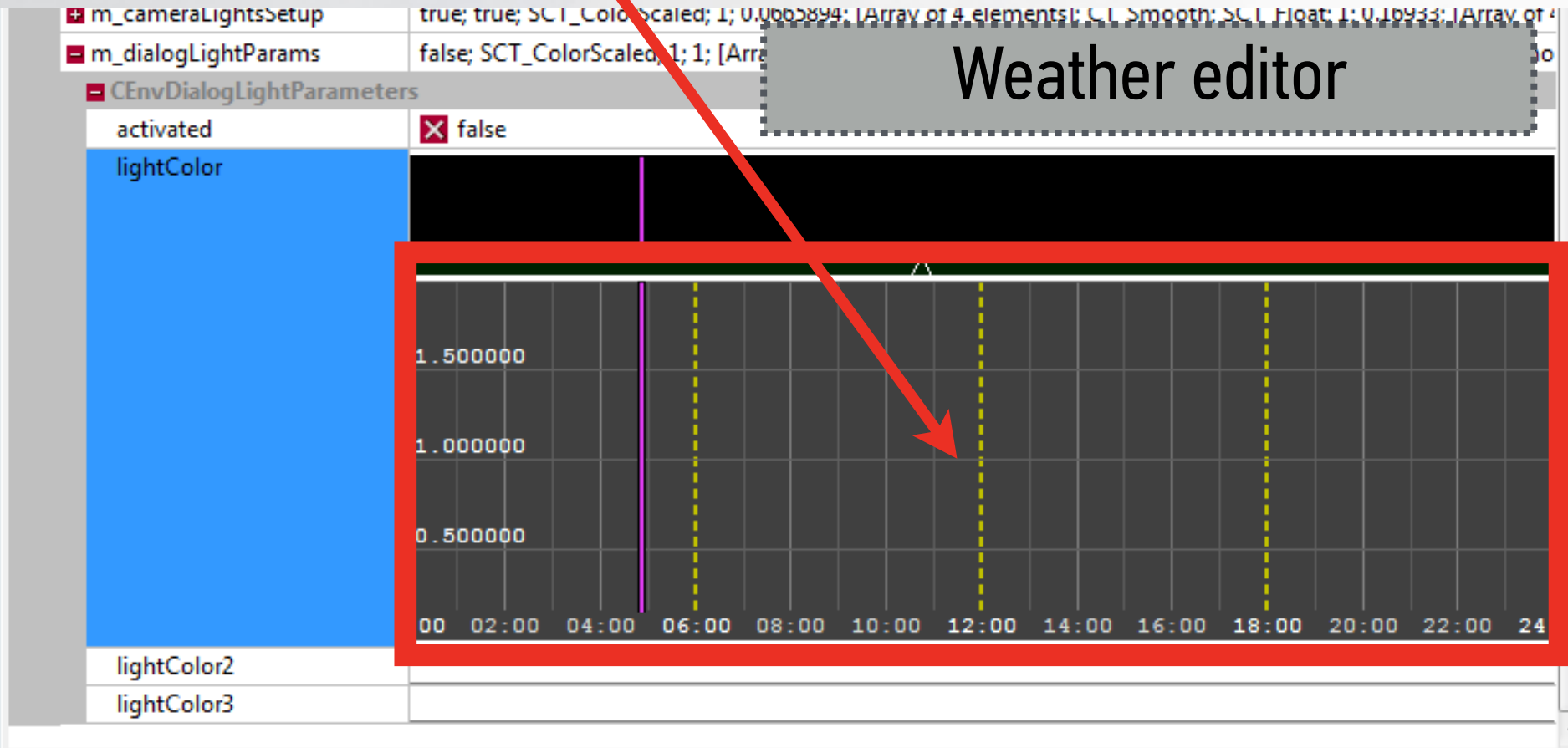


POST PRO / LIGHTING AND ENVIRONMENTS

WEATHER

- Placed relative to global light sources

$$\text{light}(\text{time}) = \text{global_light}(\text{time}) * \text{dialog_light}(\text{time})$$





POST PRO / LIGHTING AND ENVIRONMENTS

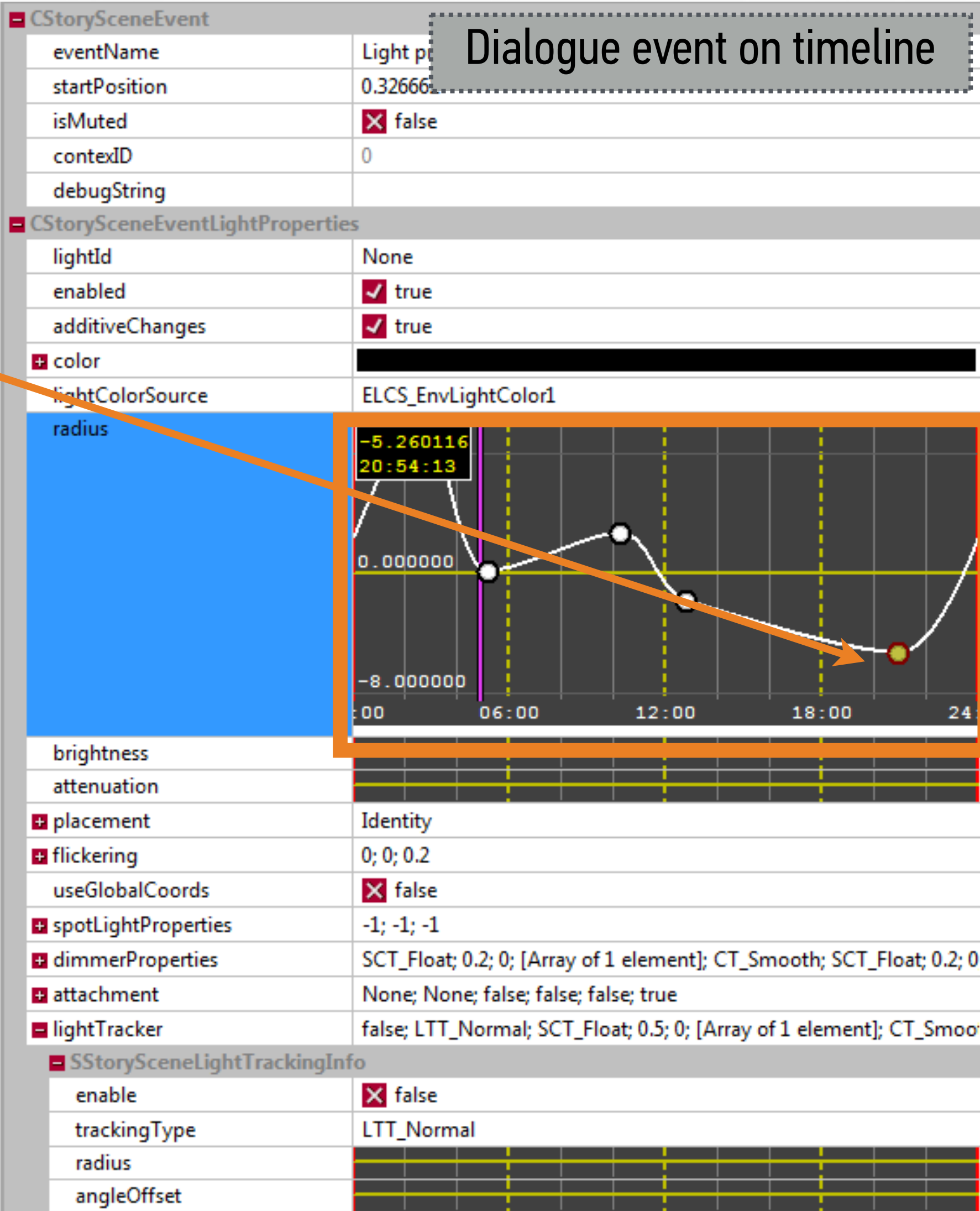
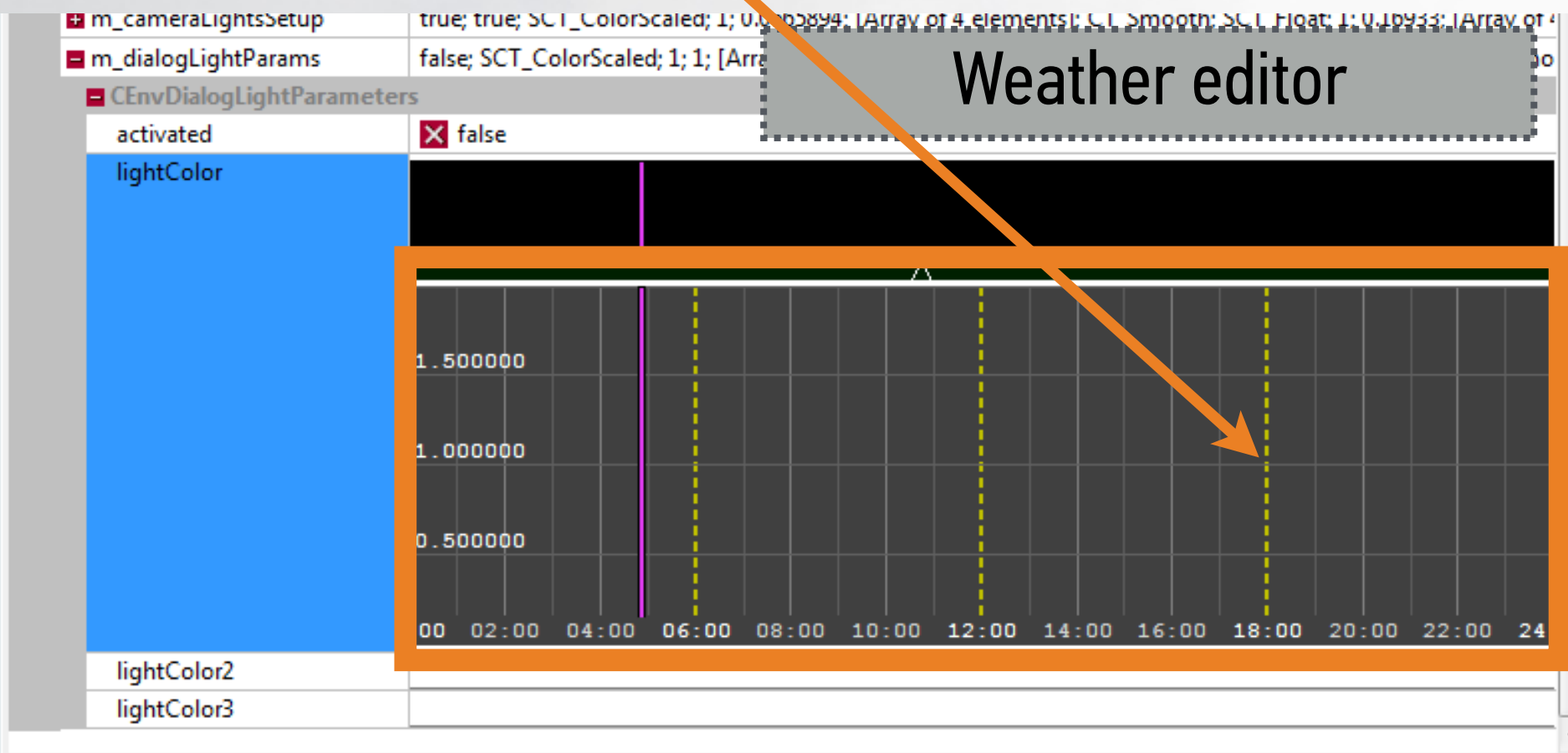
WEATHER

- Placed relative to global light sources

$$\text{light}(\text{time}) = \text{global_light}(\text{time}) * \text{dialog_light}(\text{time})$$



Game



POST PRO / LIGHTING AND ENVIRONMENTS

WEATHER



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POST PRO / LIGHTING AND ENVIRONMENTS

BONUS SLIDE



YouTube

Click Me!

Properties Camera Control rig Mimics CRig Body Anims

debugString

CSStorySceneEventLightPropes

lightId

enabled

additiveChanges

color

Color

Red

Green

Blue

Alpha

lightColorSource

radius

brightness

224.000000

192.000000

00 06:00 12:00 18:00 24

attenuation

placement Pos [0.75,2.20,1.20]

flickering 0; 0; 0.2

useGlobalCoords ☒ false

spotLightProperties -1; -1; -1

dimmerProperties SCT_Float; 0.2; 0; [Array of 1 element]

attachment None; None; false; false; false; true

lightTracker false; LTT_Normal; SCT_Float; 0.5; 0



LIGHTING AND ENVIRONMENTS

TAKE AWAY



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POST PRO / FX & SFX EFFECTS



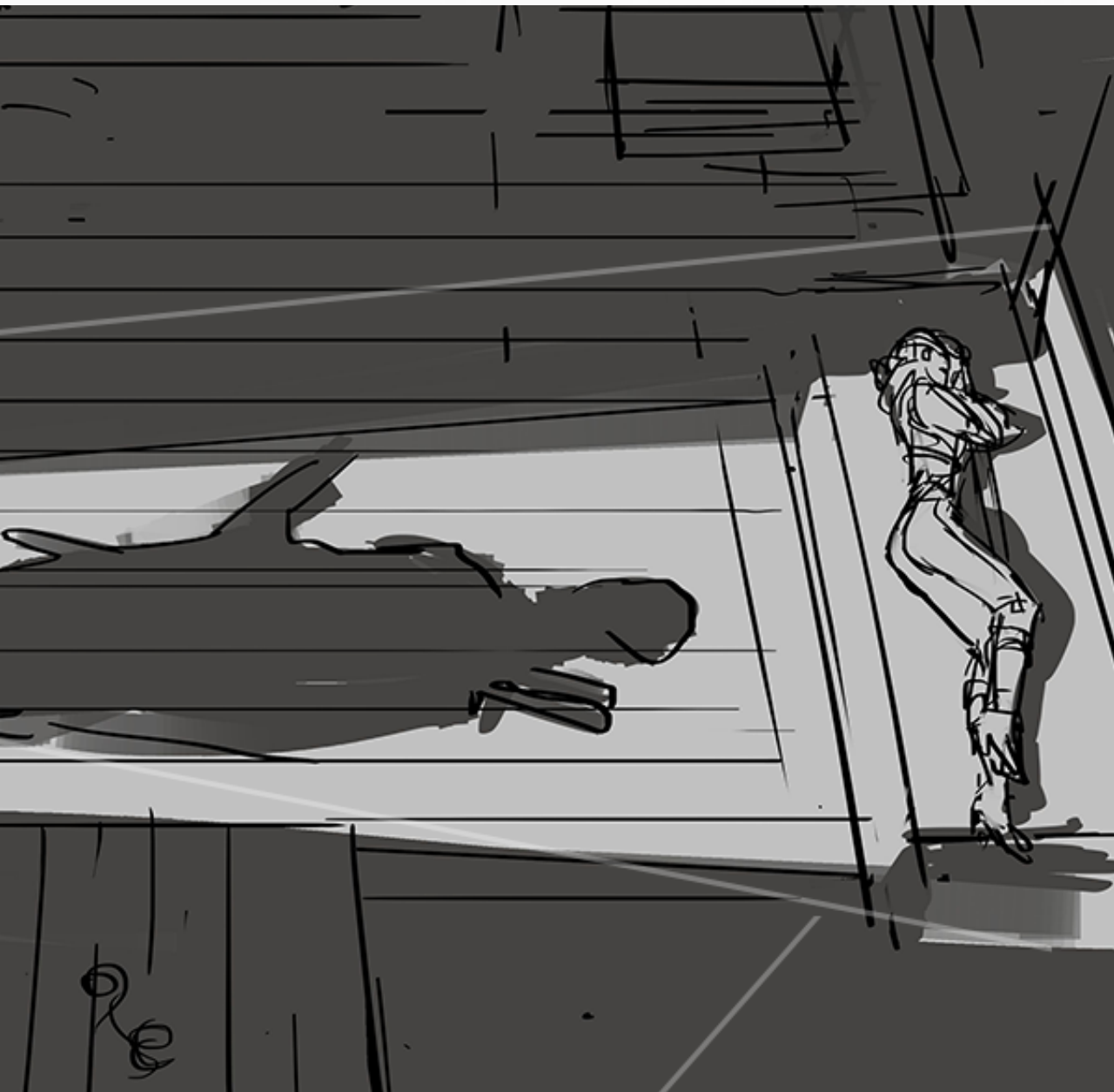
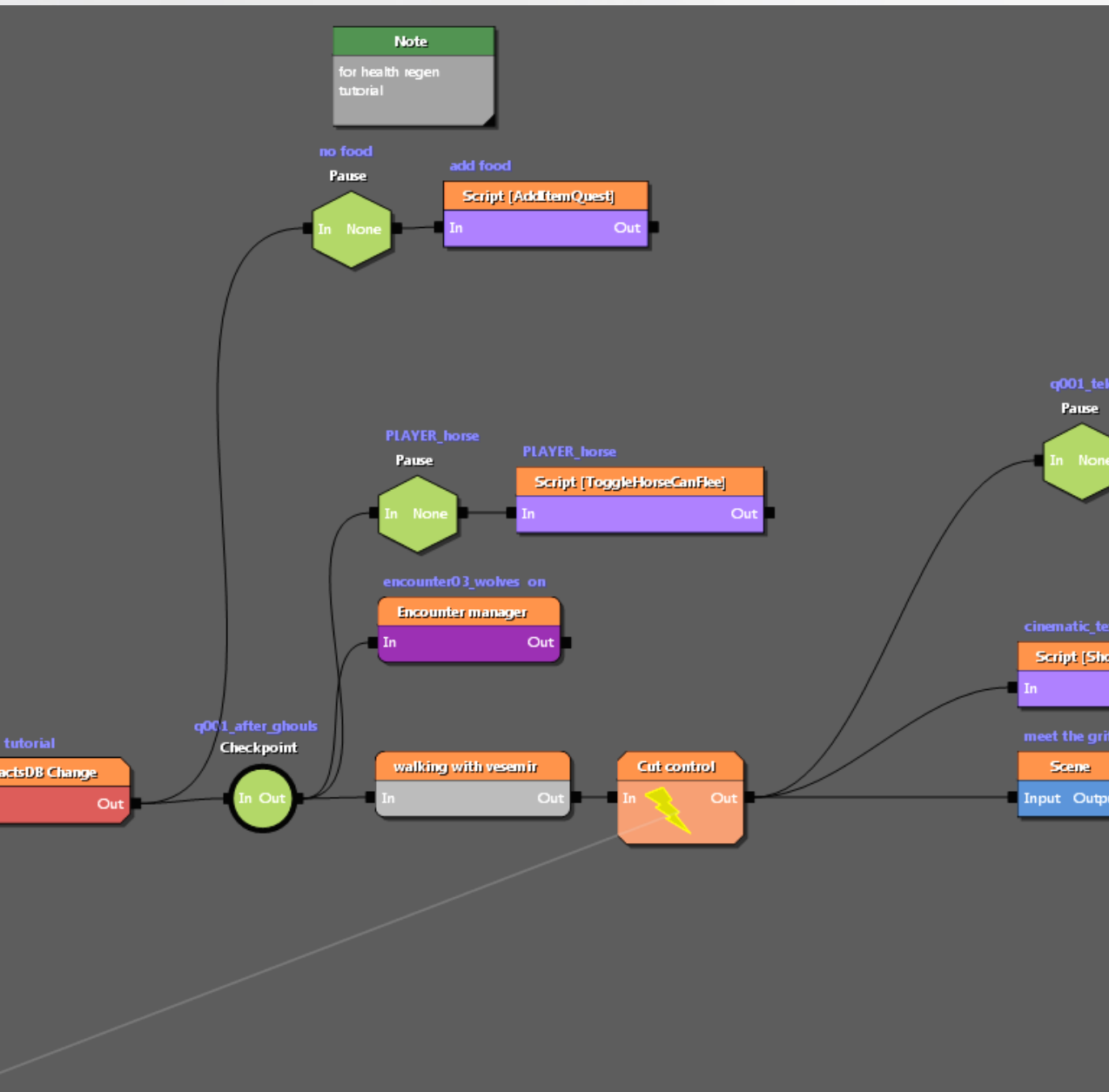
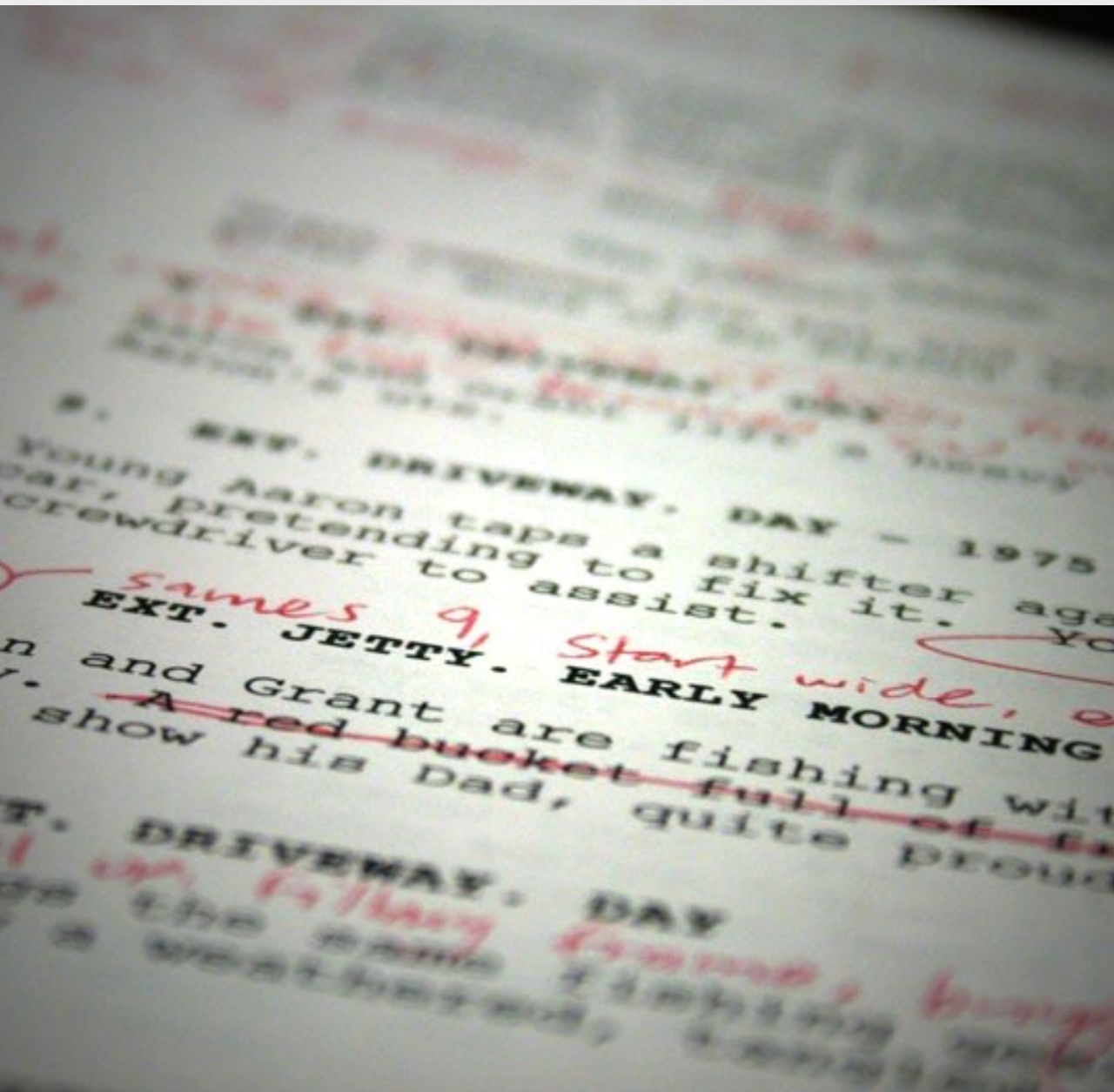
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THE PIPELINE

OF A SINGLE DIALOGUE



WRITERS



QUESTS



DIALOGUE
DESIGNERS



POST PRO

DIALOGSET

GENERATOR

CAMERAS

ACTORS IDLES

LOOK ATS

ANIMATIONS

SPECIAL CASES

SCENOGRAPHY

THE
WITCHER[®]
WILD HUNT

EVERY ROSE
HAS ITS **THORNS**





THORN 1

LOCALIZATION

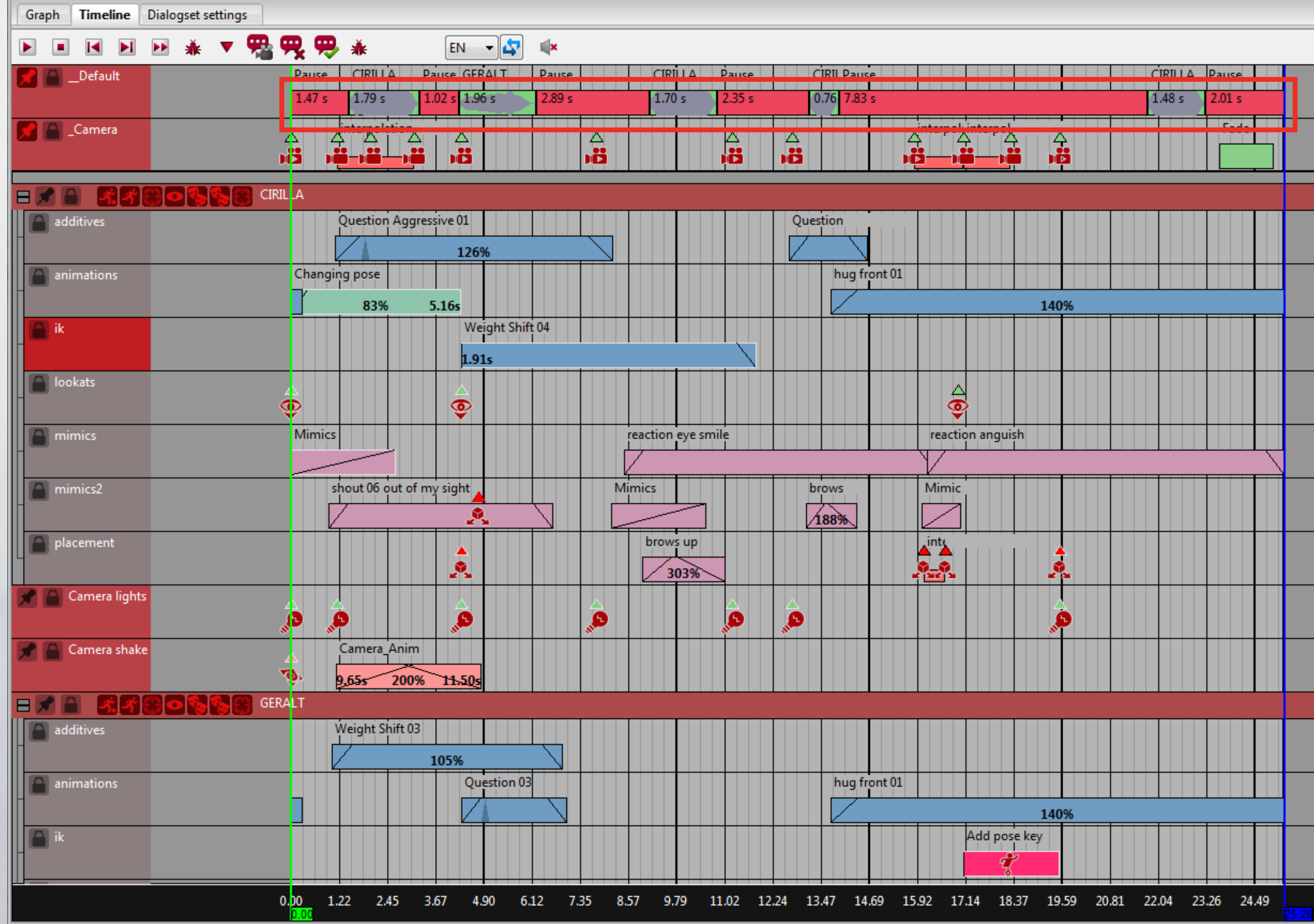




THORN 1

LOCALIZATION

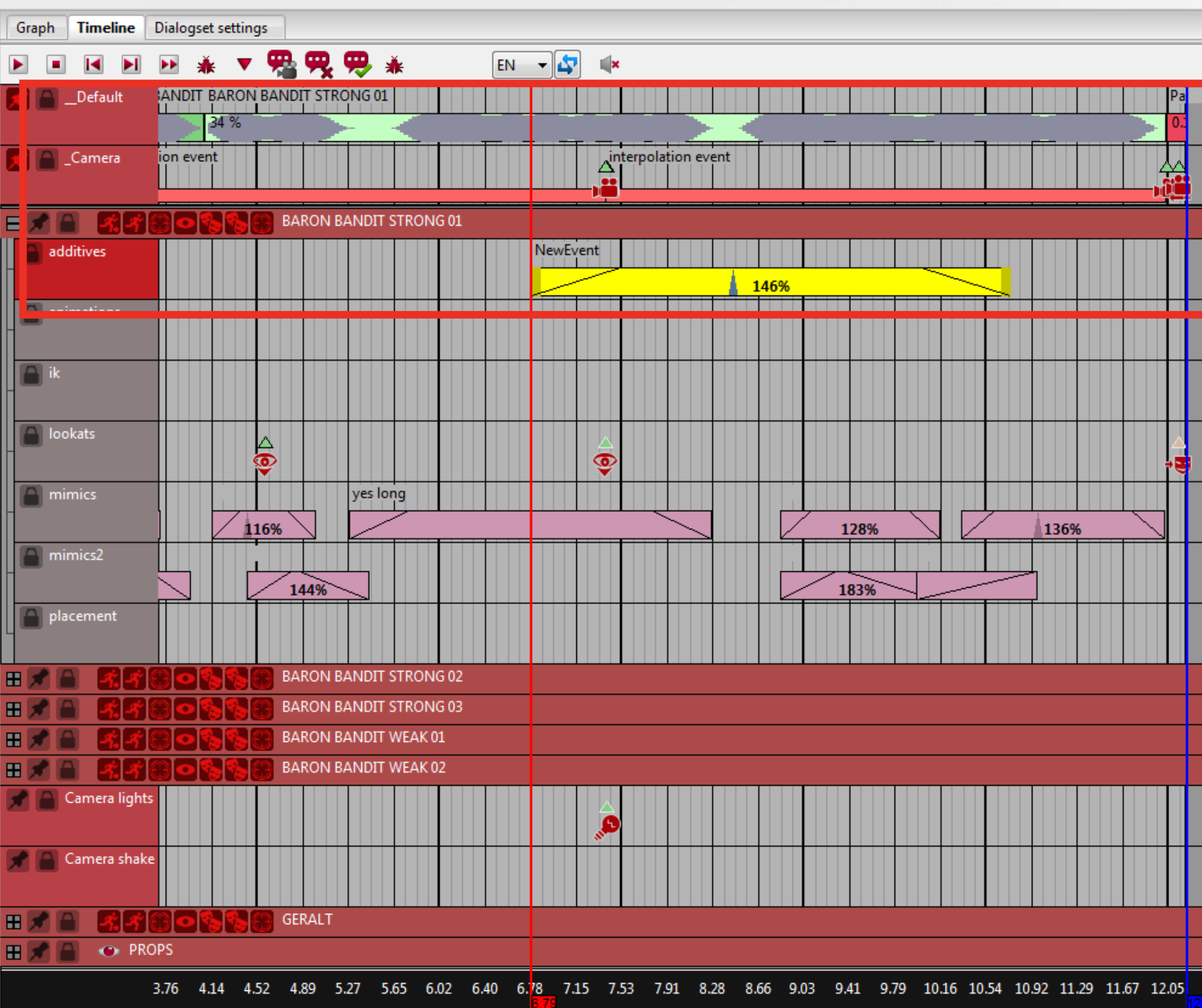
DRIVEN BY VOICEOVERS



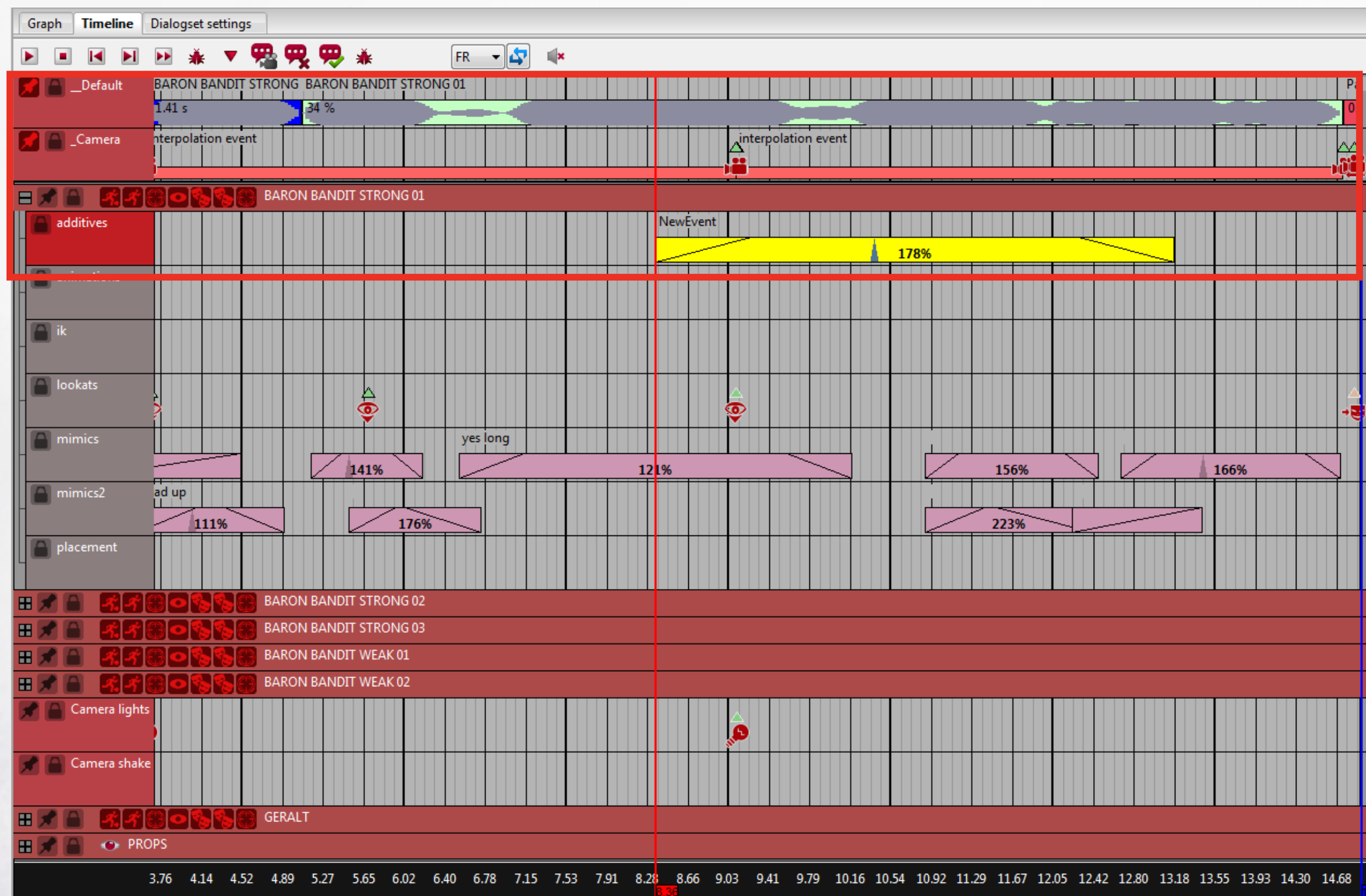


THORN 1

LOCALIZATION



Lang 'EN' – 12 sec

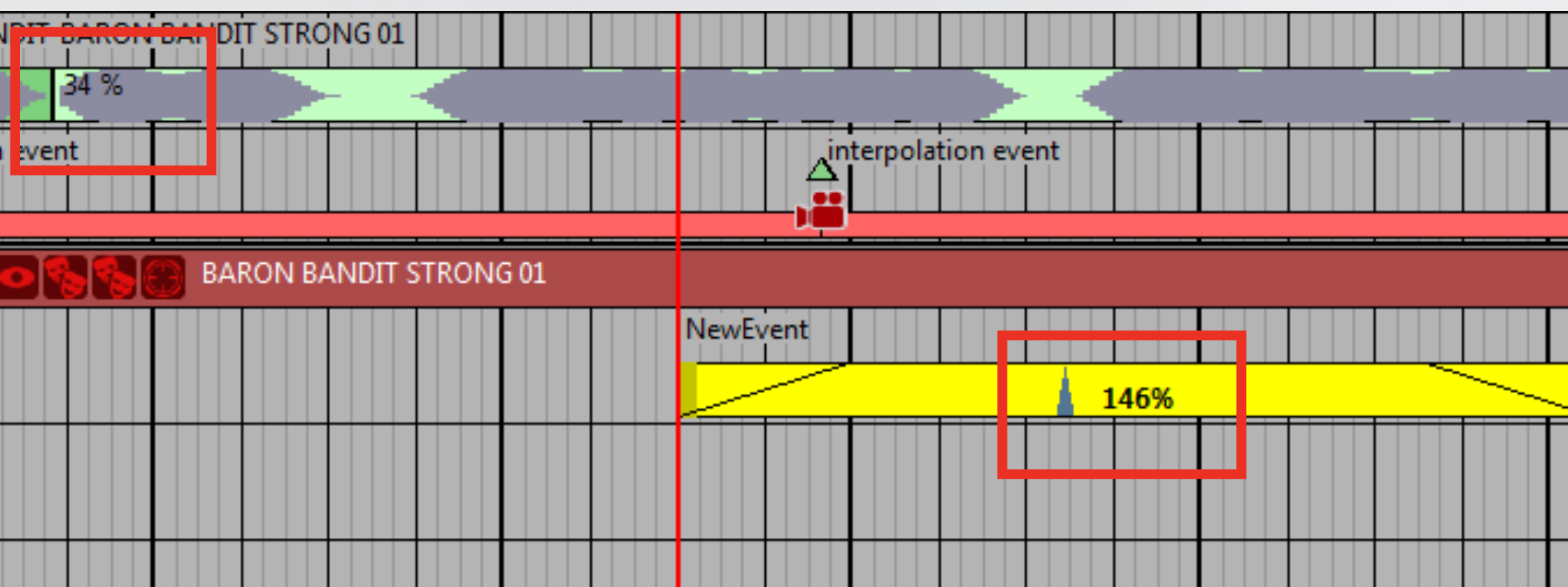


Lang 'FR' – 14 sec

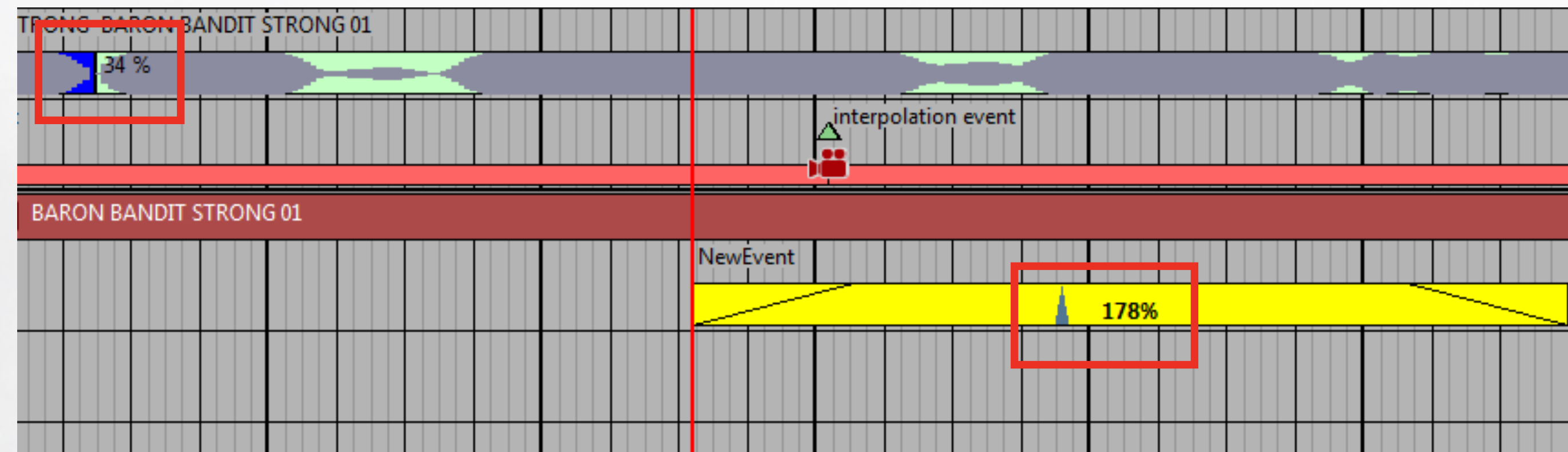


THORN 1

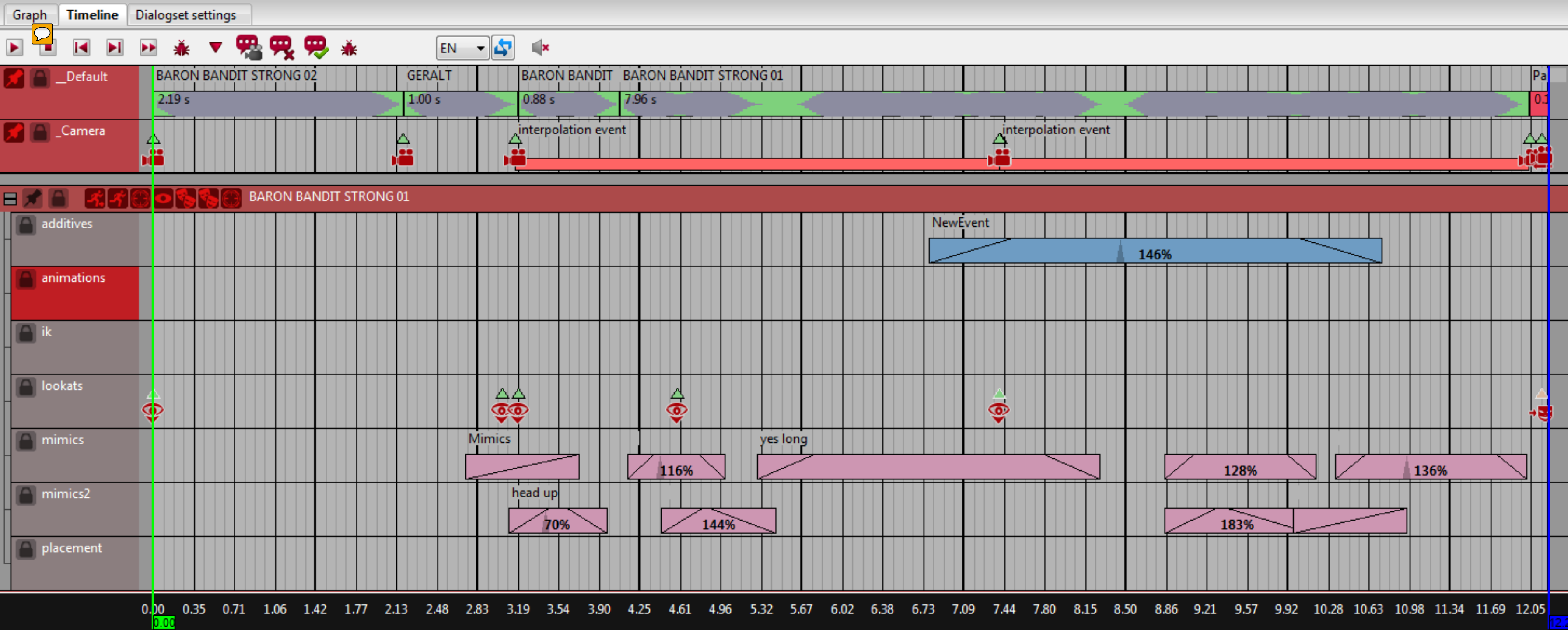
LOCALIZATION



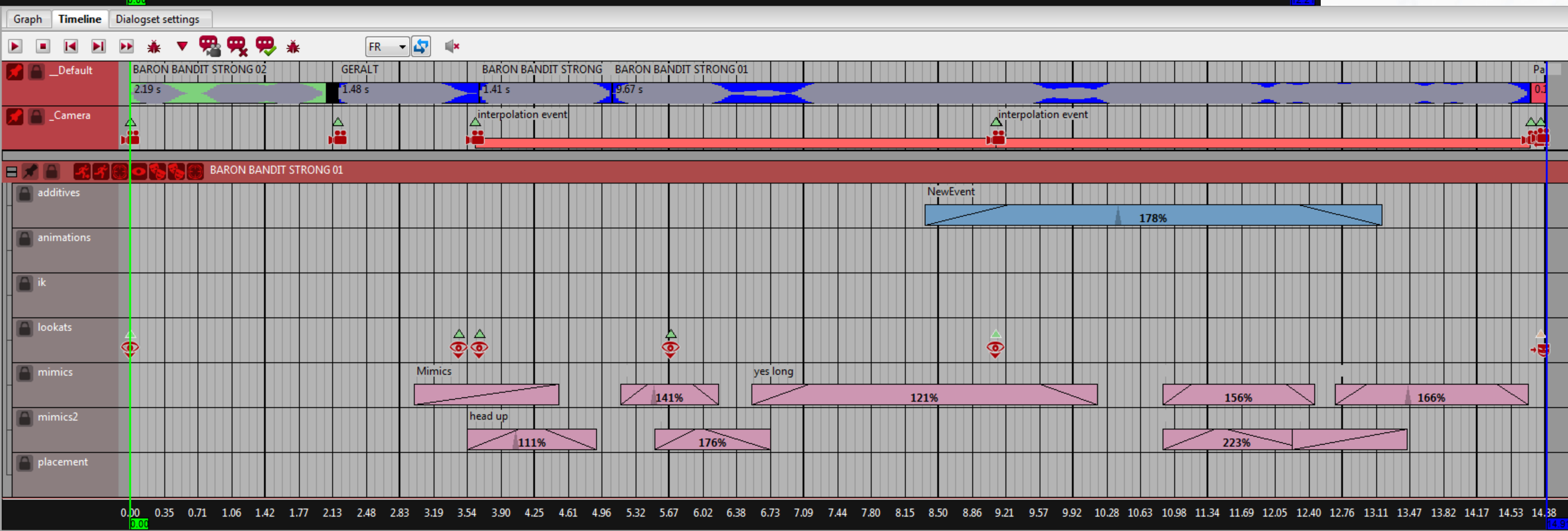
Lang 'EN' – 12 sec



Lang 'FR' – 14 sec



Lang 'EN' – 12 sec



Lang 'FR' – 14 sec

THORN 1

LOCALIZATION / TIMELINE SCALING / EN



YouTube

[Click Me!](#)

THORN 1

LOCALIZATION / TIMELINE SCALING / FR



YouTube

[Click Me!](#)



THORN 1

LOCALIZATION / TIMELINE SCALING



Lang 'EN' – 12 sec

Lang 'FR' – 14 sec



THORN 1

LOCALIZATION / TIMELINE SCALING

BONUS SLIDE

Duration of voiceovers can change during production:

- ▶ post recording dialog line changes
- ▶ performance pick up
- ▶ post sfx



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LOCALIZATION / TIMELINE SCALING

BONUS SLIDE

Possibility of fixes for specific language

Variant 0 default

Set As Default

Clone

Delete

Toggle Force

Base: EN

Local VO match approved VO.

variant	base	used by
Variant 0	EN	PL EN DE RU JP BR
Variant 1	FR	FR

Create

Language-Variant Mappings

PL

Default Variant

EN

Default Variant

DE

Default Variant

FR

Variant 1

RU

Default Variant

JP

Default Variant

BR

Default Variant



THORN 1

LOCALIZATION / TIMELINE SCALING

BONUS SLIDE

Every language has to have the same quality



YouTube

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A hand holding a purple rose in a dark, ornate room. The hand is illuminated by a warm, golden light from the left, creating a strong contrast with the dark background. The rose is a deep purple color with green leaves. The background features a dark, patterned curtain and a wooden bench or table in the distance.

THORN 2

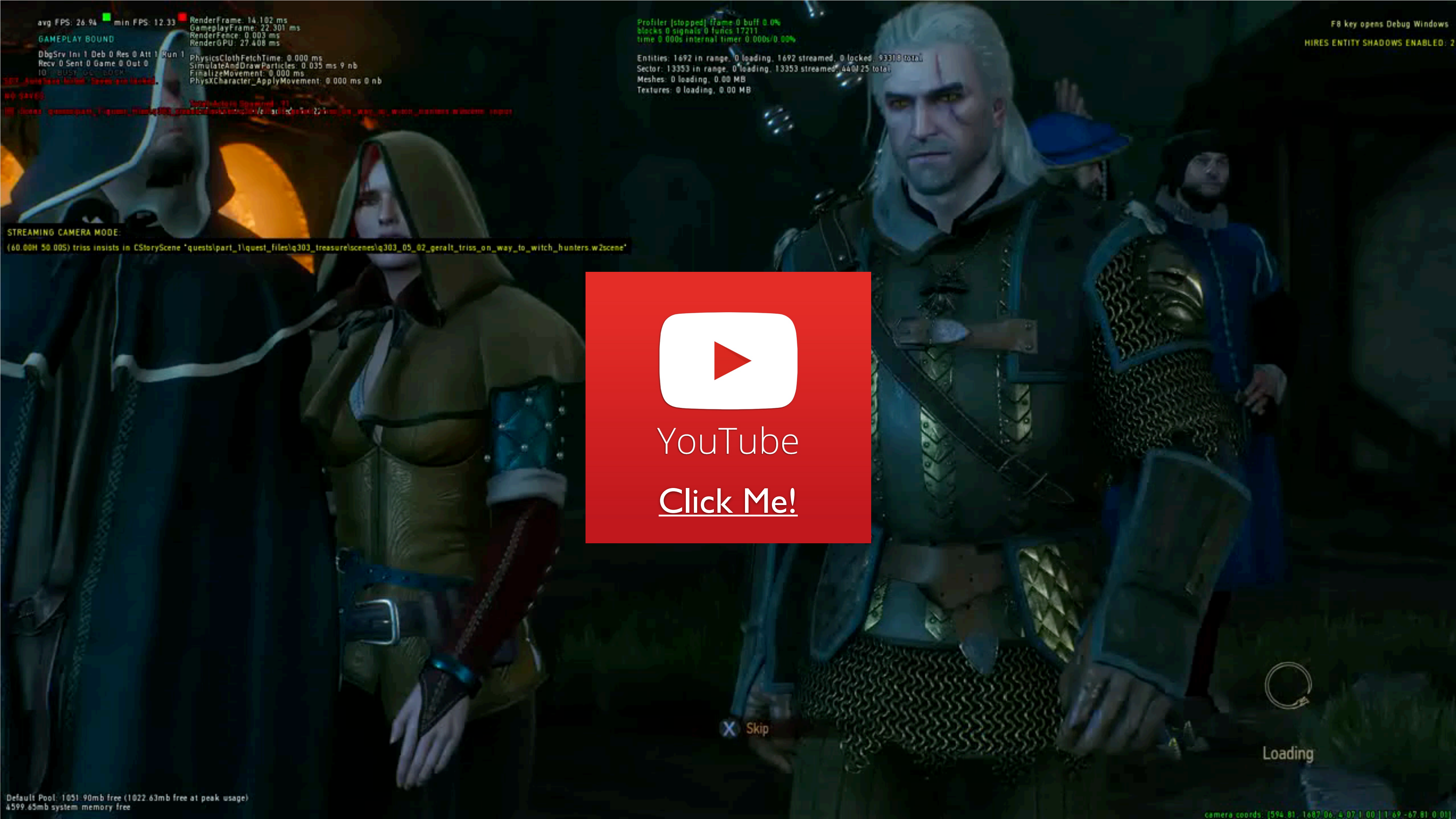
DETERMINISTIC DIALOGUE IN A *NON DETERMINISTIC* WORLD



THORN 2

DETERMINISTIC DIALOGUE A IN NON DETERMINISTIC WORLD

► Background npcs

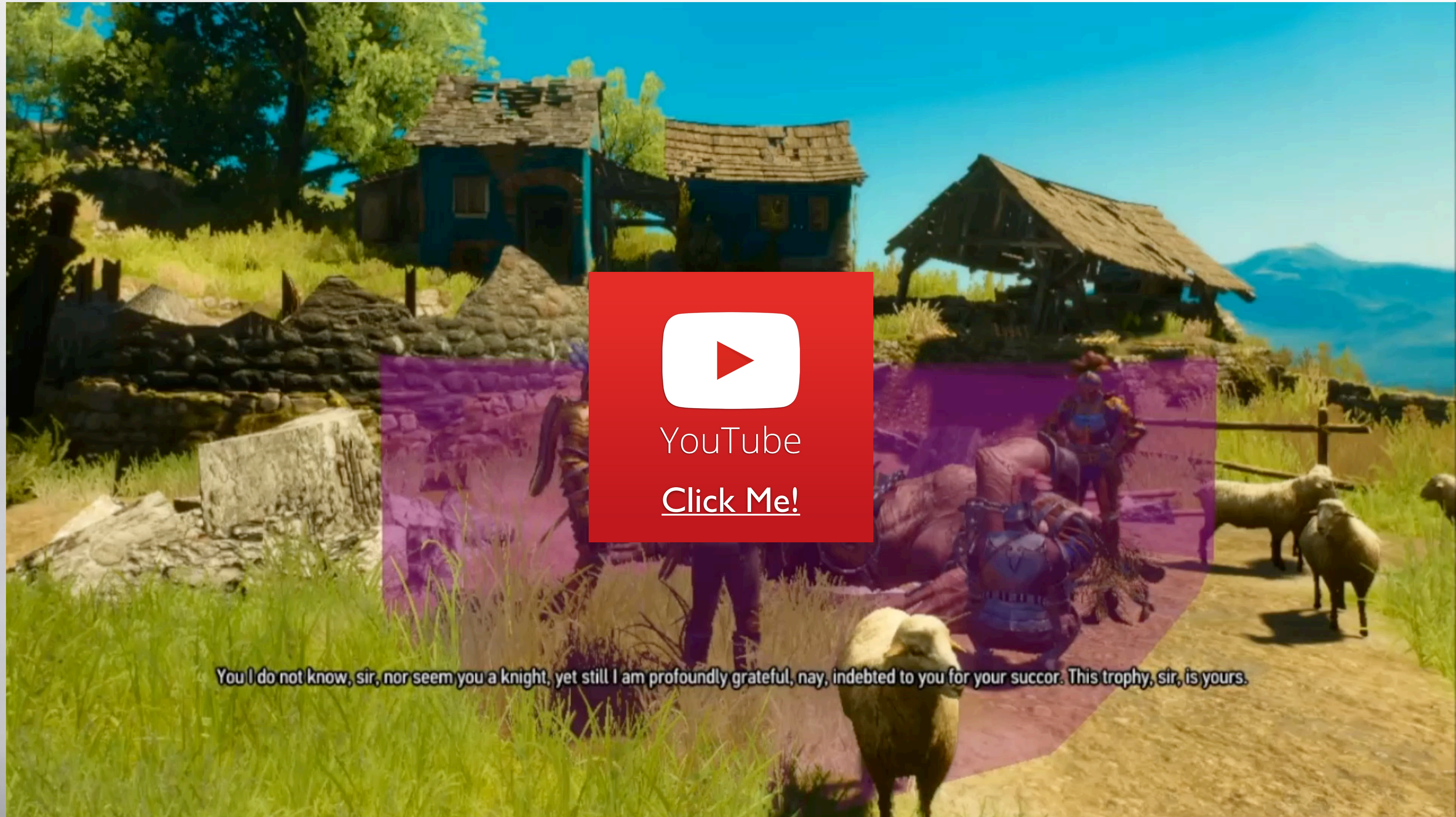




THORN 2

DETERMINISTIC DIALOGUE A **IN NON DETERMINISTIC WORLD**

- ▶ Background npcs
- ▶ Dialogue areas

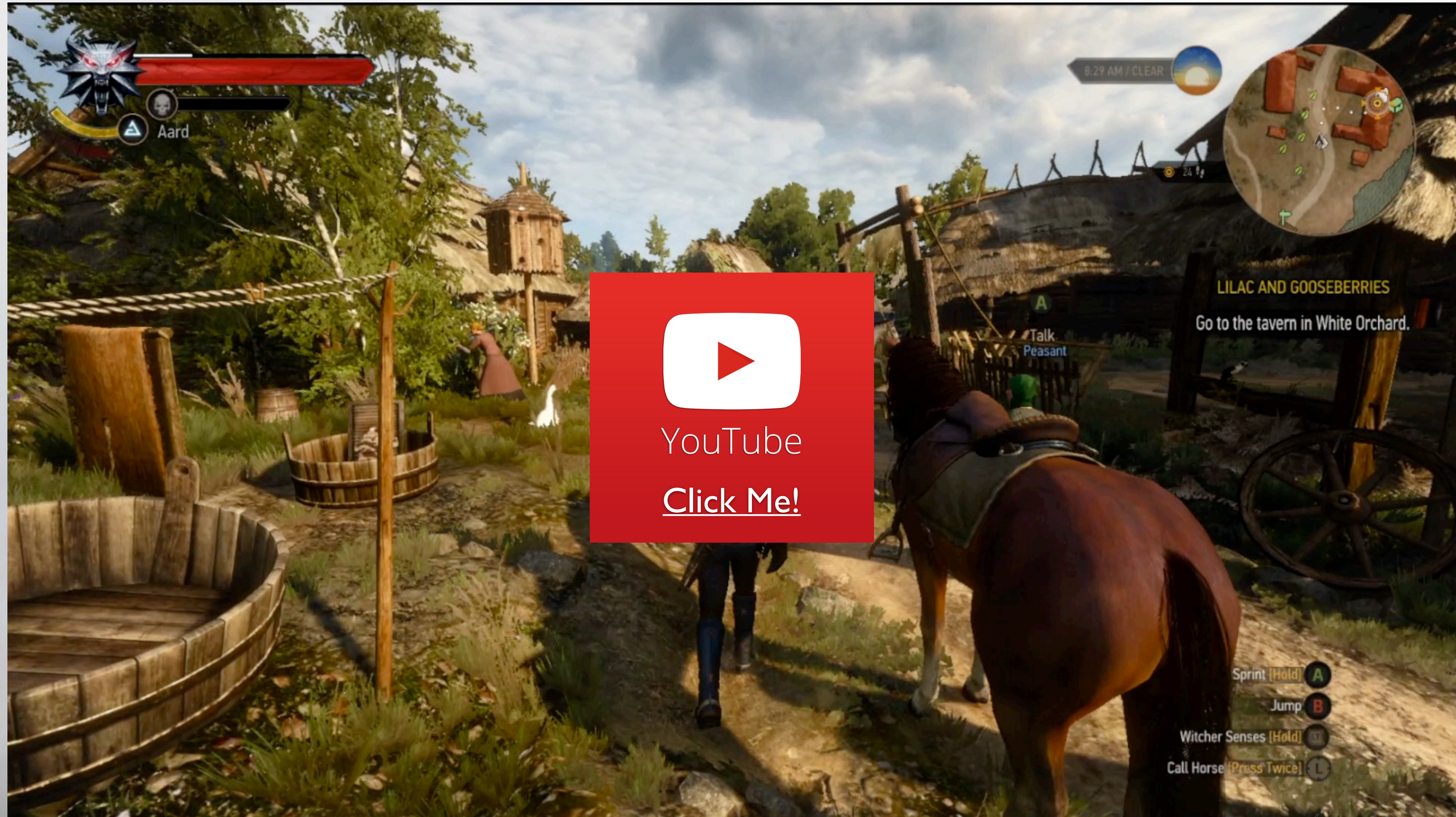




THORN 2

DETERMINISTIC DIALOGUE A **IN NON DETERMINISTIC WORLD**

- Player state - horse riding

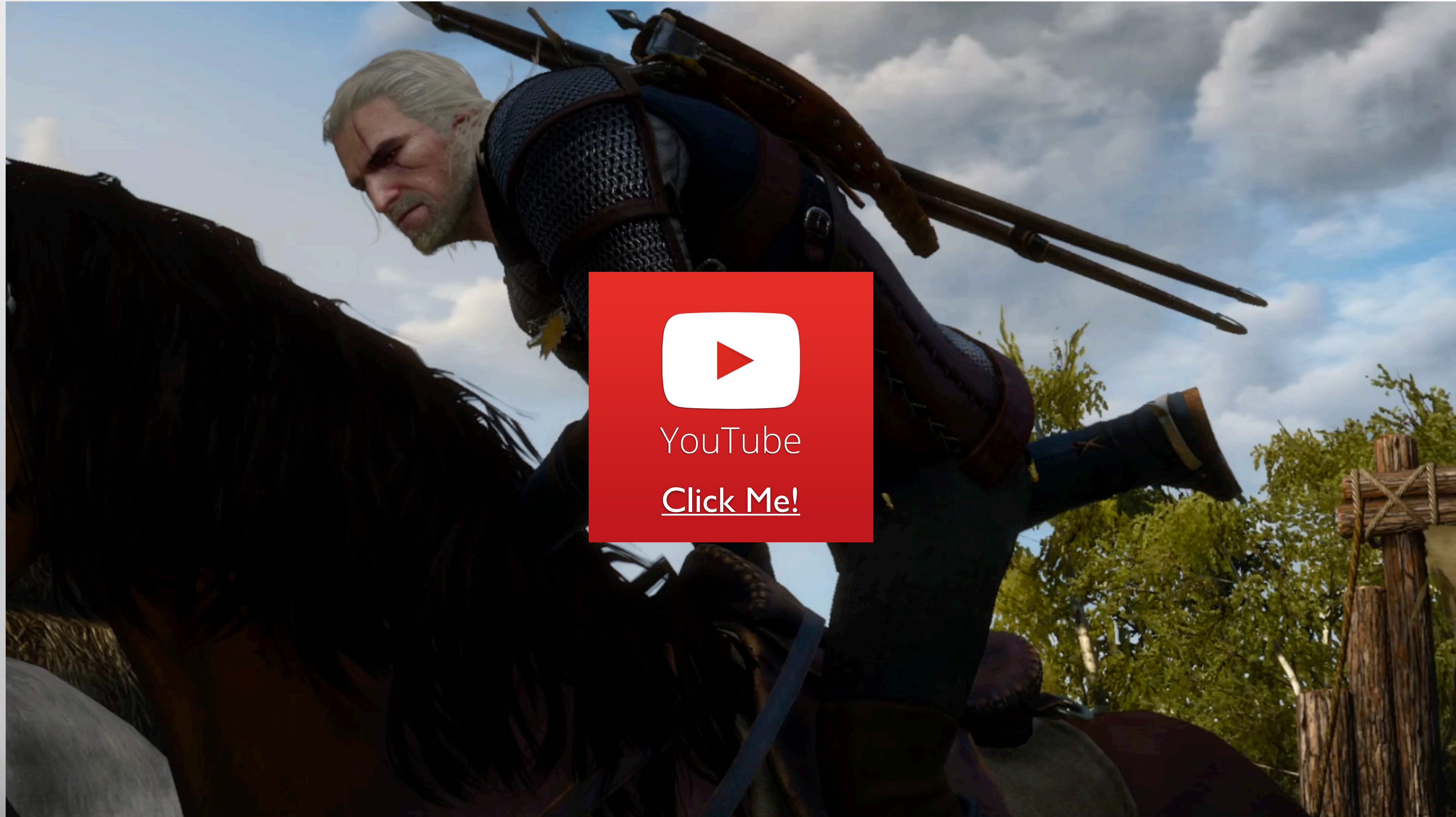




THORN 2

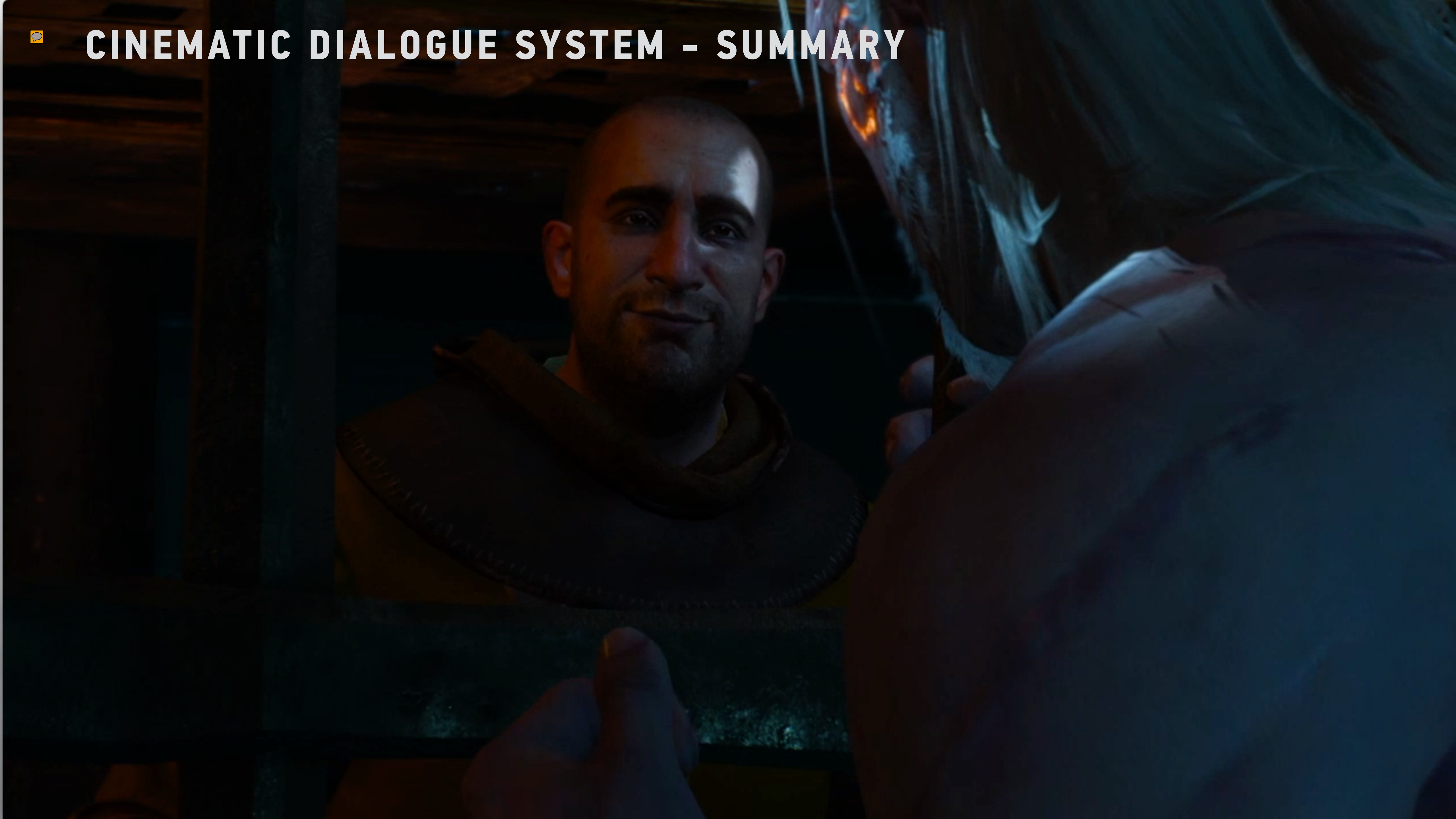
DETERMINISTIC DIALOGUE A **IN NON DETERMINISTIC WORLD**

- ▶ Player state - horse riding
- ▶ Pre played cutscenes





CINEMATIC DIALOGUE SYSTEM - SUMMARY



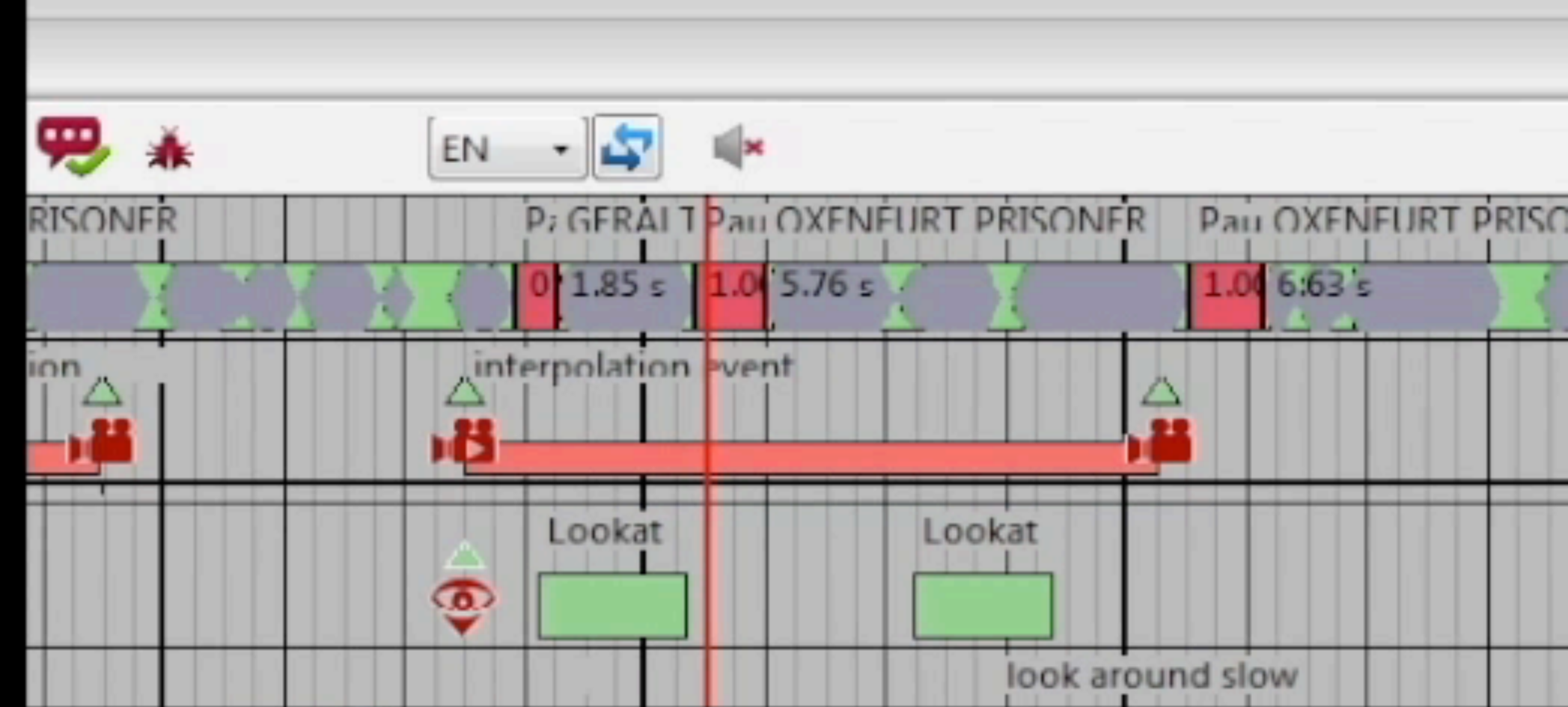
CINEMATIC DIALOGUE SYSTEM - SUMMARY

BONUS SLIDE



YouTube
[Click Me!](#)

Look at - 'on'



YouTube
[Click Me!](#)





SUMMARY

TAKE AWAY

Cinematic dialogue system
was a success for us

Building blocks

Custom cases

Boost your artist

Dialog in a non deterministic world

There was no time to do everything
– you had to cut (a lot of) features

Cyberpunk
– new ideas, new goal so...



CYBERPUNK
2077

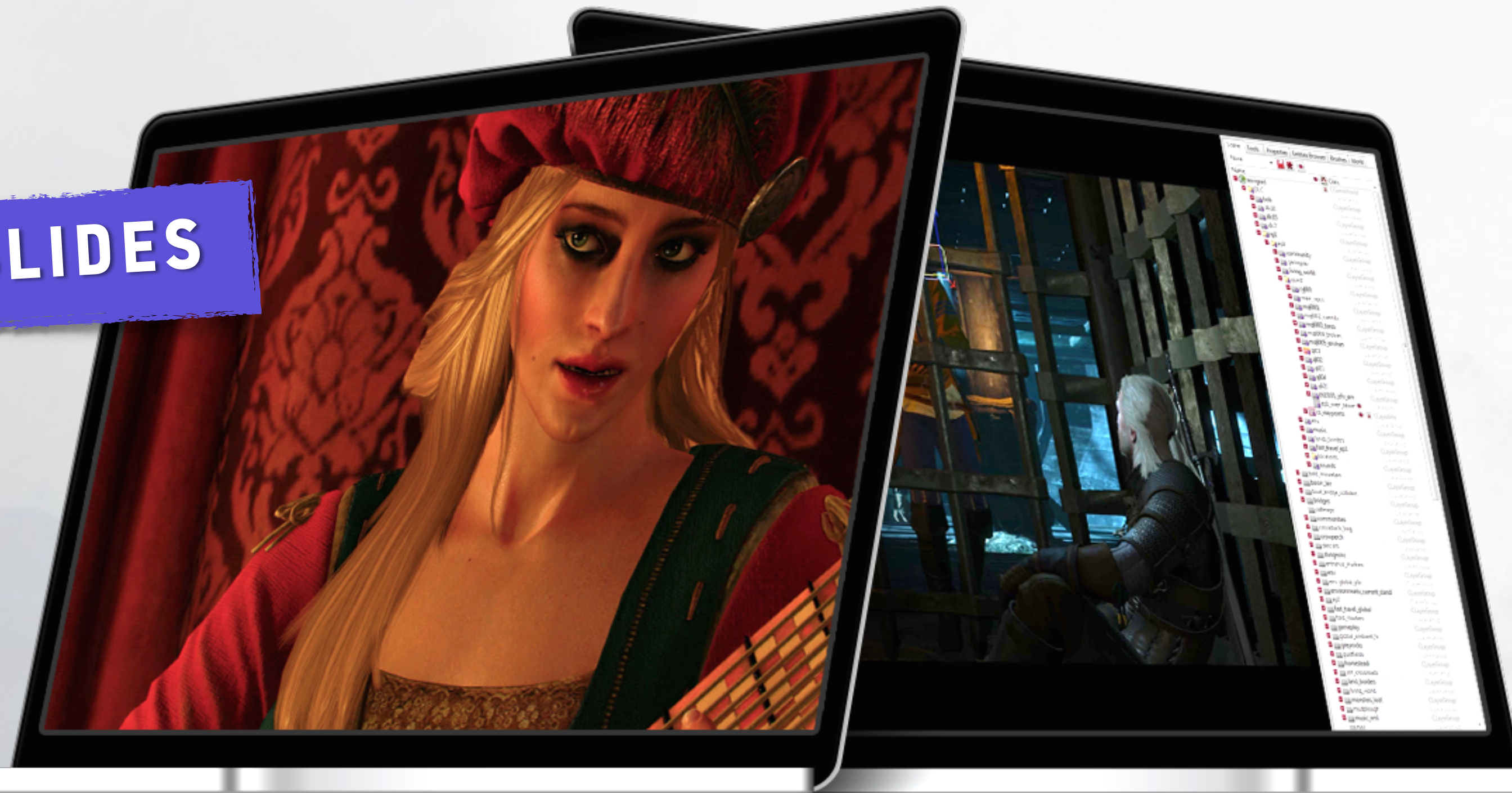
**WE ARE
HIRING**





BONUS SLIDES - GDC VAULT

BONUS SLIDES





GDC16 CD PROJEKT RED PRESENTATIONS:



The Witcher 3: Wild Hunt
Theory and Practice of Gamer-centric Brand Development
MARCIN IWIŃSKI [BUSINESS, MARKETING & MANAGEMENT]



Slavic Adaptation of Music in The Witcher 3: Wild Hunt
MARCIN PRZYBYŁOWICZ, MIKOLAI STROINSKI [AUDIO]



THE WITCHER[®] WILD HUNT

Q&A

PIOTR.TOMSINSKI@CDPROJEKTRED.COM
@TOMSINEK

